THE ONLY PUBLICATION ON THE SERIALS OF YESTERYEAR
NO. 31 PUB. NO. 324-390 SUMMER '82

SPECIAL 32 PAGE ISSUE

SERIAL WORLD



CHAPTER 1 The Man in the Meteor

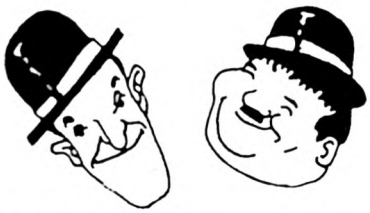
TRAPPED AGAIN IN "THE SPIDER'S WEB"
WHO CAN STOP "THE PURPLE MONSTER"
SERIAL WORLD READERS PICK A HERO
MATINEE AT THE BIJOU — A S.W. SUPPORTER
UNDERATED SERIALS — SERIAL PUZZLER —
HEROES ON RECORD PT. 2

—BONUS— DICK TRACY'S "FLIP-O-VISION" INSIDE THIS ISSUE

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SERIAL WORLD

VOL. 4, NO. 31

A Quarterly publication dedicated to the motion picture serial

CONTRIBUTIONS: — We are always looking for interesting material on the serial genre. Articles, photos, etc., are welcome, but please enclose a self addressed stamped envelope for their return.

AD RATES — While we will run all types of ads we would like those related to the SERIAL subject matter.

FULL PAGE $60.00
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We will typeset all ads if you wish at no extra charge.

BACK ISSUES — See pages 29-30

OUR THANKS THIS ISSUE TO: Bobb Lynes, Jim Stringham, Mario DeMarco, Ron Vivian, Chuck McCleary, Eric Hoffman, John Cardello, Tom Weaver. Special thanks to Jim Stringham and Eric Hoffman this issue.

CLASSIFIED CHAPTERS

SYNOPSIS! CHAPTER ONE — a 5½" x 8½" booklet contains pressbook synopses to BUCK ROGERS, SCOUTS TO THE RESCUE, PERILS OF NYOKA, MONSTER AND THE APE, THE SHADOW, SECRET OF TREASURE ISLAND, ROARING WEST, OVERLAND MAIL, THE LONE RANGER, DON WINSLOW OF THE NAVY, THE PHANTOM EMPIRE, OREGON TRAIL, RUSTLERS OF RED DOG, VALLEY OF VANISHING MEN, ADVENTURES OF RED RYDER, LONE RANGER RIDES AGAIN, THE VIGILANTE. $5 postpaid. $7.50 overseas. Norm's Nostalgia Club, 1726 Maux, Houston, Texas 77043.

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On change of address please give us six weeks advance notice to assure delivery. Postmaster: Please send Form 3579 to Serial World, P.O. Box 3325, Mankato, Minnesota 56001.

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SERIAL SHOWCASE

BY JEFF WALTON EDITOR SERIAL WORLD



★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★

Just got word that with the success of RAIDERS OF THE LOST ARK a sequel is in the works on RAIDERS 2. I doubt that will be the title, but it sure is nice to know that a film like this could regenerate serialdom as I like to call it. Understand that various dealers who were selling serials at a loss are now swamped with orders for action packed cliffhangers. Rental companies that were charging $7.00 to $15.00 for a chapter of a serial have now tripled their prices for some titles. When I began SERIAL WORLD in 1974 it was like a dream come true. Yet in my wildest dreams I never thought anything could bring back an interest in chapterplays and thanks to folks like George Lucas and Mr. Spielberg us folks can once again marvel at the action and daring of a great reel hero.

Earlier this year Mr. Victor Jory passed away. We've received hundreds of letters asking why we have not mentioned this fact. The reason behind this is that we are preparing an in depth article on the very colorful Mr. Jory and one that will do him justice and not just a small obituary in this publication.

This issue I'd like to thank Eric Hoffman who will always bend over backwards to help us. Jim Hitt comes out of retirement once again to give us his opinion of the most underrated serials. Another Jim by the name of Stringham comes to our rescue with very rare material in full color. Spoke on the phone to Bob Campbell who helps produce "MATINEE AT THE BIJOU." Bob was very kind enough to send us the BIJOU press kit. Serial fans can order their very special PROGRAM BOOK with news on the program and serials they feature on the show by writing to: BIJOU PRODUCTIONS INC. 805 East 9th Street, Medford, Oregon 97501. The cost for the packet and Program Guide is $3.00.

Besides the BIJOU counterspread this issue we've got FLIP-O-VISION. You, the fans have picked a serial hero. We've got a very interesting serial puzzle, artwork on the famed Captain Marvel episoder and so much more. One little plug. Due to the big demand from readers who were never able to complete their SW collection because our earlier issues sold out, well good news is on page 28. SERIAL WORLD NO. 1 is ready and waiting for you in all new color glossy form. Only a limited number of our re-print series will be published so get your copy today. Enough said. Read on and enjoy.

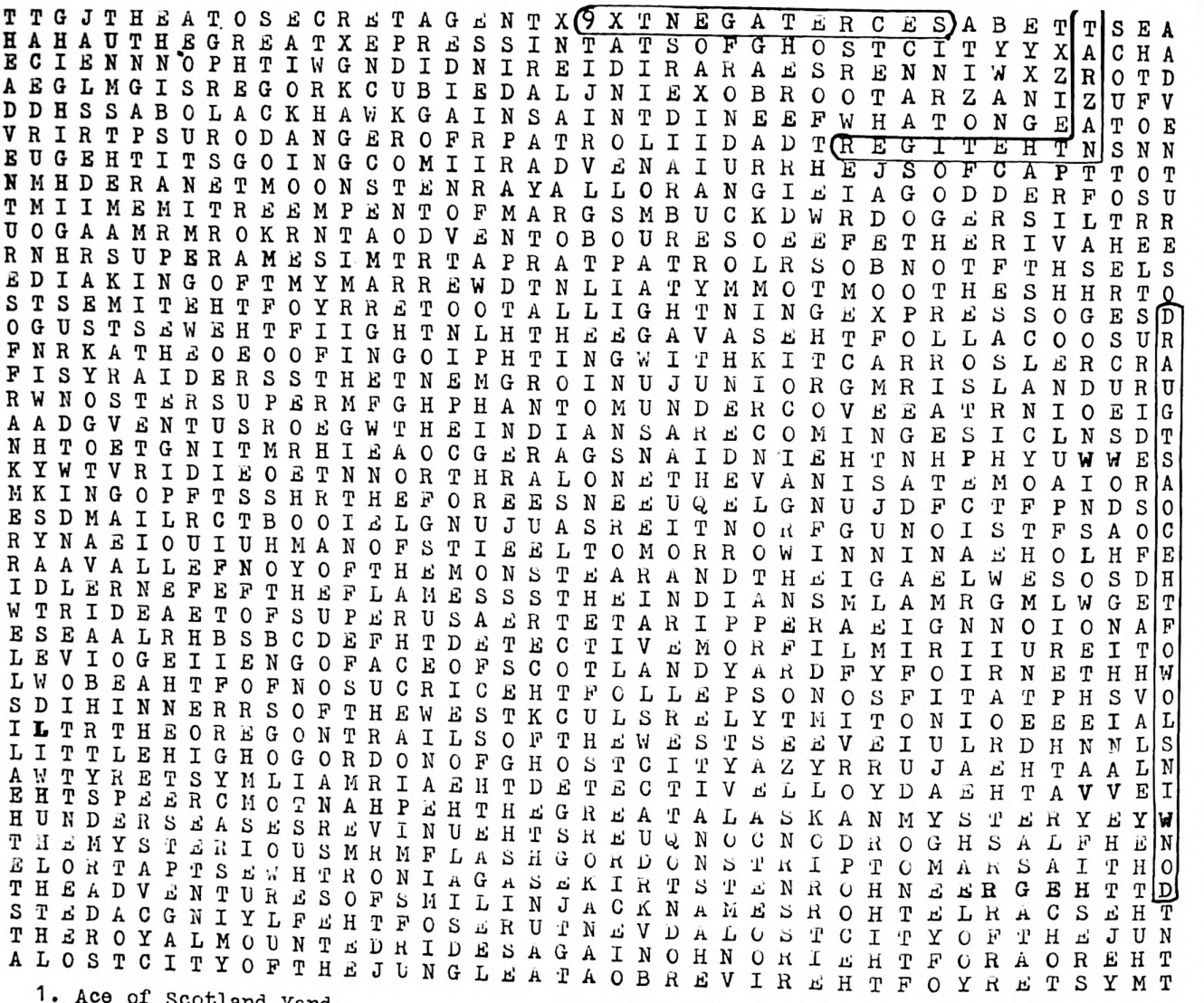
CORRECTION FOR JIM HITT FILMS

On page 10 of issue No. 30 we had a full page ad for JIM HITT FILMS. Just before we went to press we were notified by Mr. Hitt that he was suspending his operations and it was too late to remove the ad. Also, the ad which was printed was not correct as many of the serials advertised are not for sale by Mr. Hitt or his firm. We regret the inconvenience to our readers who may have placed orders and of course also regret the printing mistake and offer this apology to JIM HITT FILMS. We now understand Mr. Hitt may begin selling films again later this year and will of course run his updated and corrected list upon hearing from him.

SERIAL PUZZLER

by Joseph Salamandra

Xeros this page and have some fun.



1. Ace of Scotland Yard
2. Tarzan, The Tiger ✓
3. The Jade Box
4. Lightning Express
5. Terry Of The Times
6. The Indians Are Coming
7. Finger Prints
8. Heroes Of The Flames
9. Danger Island
10. Battling With Buffalo Bill
11. Spell Of The Circus
12. Detective Lloyd
13. The Airmail Mystery
14. Heroes Of The West
15. Jungle Mystery
16. The Lost Special
17. Clancy Of The Mounted
18. Phantom Of The Air
19. Gordon Of Ghost City
20. The Perils Of Pauline
21. Pirate Treasure
22. The Vanishing Shadow
23. The Red Rider
24. Tailspin Tommy
25. The Rustlers Of Red Dog
26. Call Of The Savage
27. The Roaring West
28. Tailspin Tommy in the Great Air Mystery
29. The Adventures Of Frank Merriwell
30. Flash Gordon
31. The Phantom Rider
32. Ace Drummond
33. Jungle Jim
34. Secret Agent X-9 ✓
35. Wild West Days
36. Radio Patrol
37. Tim Tlyer's Luck
38. Flash Gordon's Trip To Mars
39. Flaming Frontiers
40. Red Barry
41. Scouts To The Rescue
42. Buck Rogers
43. The Oregon Trail
44. The Phantom Creeps
45. The Green Hornet
46. Flash Gordon Conquers The Universe
47. Winners Of The West
48. Junior G-Men
49. The Green Hornet Strikes Again
50. Sky Raiders
51. Riders Of Death Valley
52. Sea Raiders
53. Don Winslow Of The Navy
54. Gang Busters
55. Junior G-Men Of The Air
56. Overland Mail
57. The Adventures Of SmilinJack
58. Don Winslow Of The Coast Guard ✓
59. Adventures Of The Flying Cadets
60. The Great Alaskan Mystery
61. Raiders Of Ghost City
62. Mystery Of The River Boat
63. Jungle Queen
64. The Master Key
65. Secret Agent X-9
66. The Royal Mounted Rides Again
67. The Scarlet Horseman
68. Lost City Of The Jungle
69. The Mysterious Mr. M

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SERIAL BROCHURES: These color brochures, 8½ x 11, are printed on heavy stock and contain photos and chapter-by-chapter synopsis of these nine Republic serials:

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SPY SMASHER	THE PURPLE MONSTER STRIKES	ZORRO'S FIGHTING LEGION
ADVENTURES OF RED RYDER	CAPTAIN AMERICA	DAREDEVILS OF THE WEST

The above brochures are priced at $4.00 each. Add $1.00 postage on each brochure ordered.

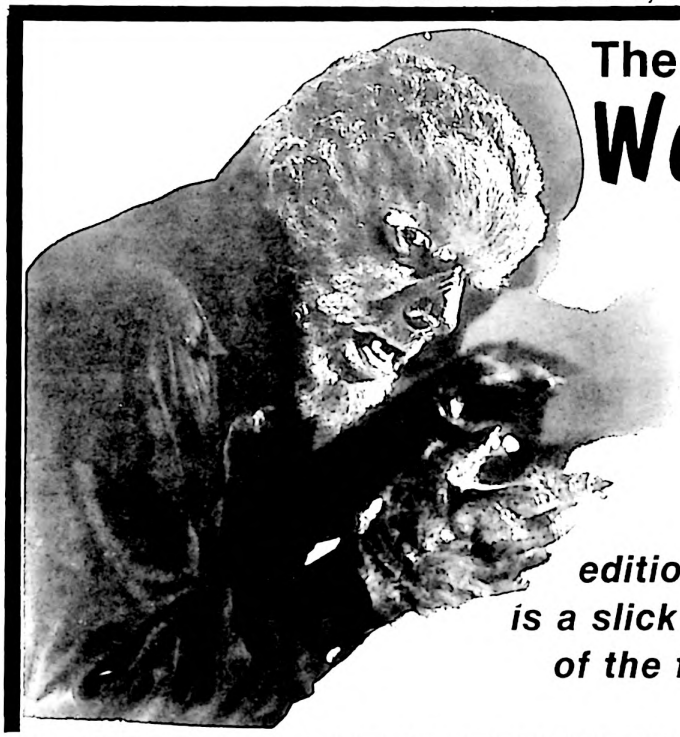
SERIAL STILLS: Warren Hull, Dave O'Brien and Mary Ainslee in "The Spider Returns"; Kirk Alyn in "Superman"; Robert Lowery and Johnny Duncan in "Batman and Robin"; Kane Richmond in "Spy Smasher"; John Carroll and Helen Christian in "Zorro Rides Again"; Joan Woodbury in "Brenda Starr, Reporter"; Linda Stirling in "Zorro's Black Whip"; Buster Crabbe, Charles Middleton and Wheeler Oakman in "Flash Gordon's Trip To Mars"; Buck Jones and Dorothy Fay in "White Eagle"; Victor Jory in "The Shadow"; Bill Elliott and Carmen Morales in "Valley of Vanishing Men"; Scott Kolk and Jean Rogers in "Secret Agent X-9." **All are priced at $2.50 each.**

WESTERN STILLS: John Wayne (3); Clint Eastwood (2); Ronald Reagan; Clark Gable; James Stewart; Glenn Ford; Lee Marvin; Charles Starrett as The Durango Kid with Smiley Burnette; John Wayne, Ray Corrigan and Max Terhune as The 3 Mesquiteers; Tom Tyler, Bob Steele and Jimmie Dodd as The 3 Mesquiteers; Roy Rogers; Gene Autry; William Boyd; Allan Lane; Gary Cooper; Robert Redford; Errol Flynn; Tom Mix and Louise Lovely in "The Feud"; Randolph Scott; Tex Ritter; Johnny Mack Brown, Nell O'Day and Fuzzy Knight; Rex Allen; Bill Elliott. **All are priced at $2.50 each.**

HORROR STILLS: Henry Hull in "Werewolf of London" (2); Humphrey Bogart in "Return of Doctor X" (2); Frederic March in "Dr. Jekyll and Mr. Hyde" (2); Boris Karloff in "Frankenstein" (4); Boris Karloff and Elsa Lancaster in "The Bride of Frankenstein"; Boris Karloff and Bela Lugosi in "Son of Frankenstein"; Boris Karloff, Bela Lugosi and Basil Rathbone in "Son of Frankenstein"; Lon Chaney Jr. in "The Wolf Man"; Lon Chaney Jr. and Evelyn Ankers in "The Wolf Man"; Lon Chaney Jr. and Bela Lugosi in "Frankenstein Meets the Wolf Man"; Lon Chaney Jr., Bela Lugosi and Ilona Massey in "Frankenstein Meets the Wolf Man"; Lon Chaney Jr. and Elena Verdugo in "House of Frankenstein"; Bela Lugosi in "Dracula"; Lon Chaney in "Phantom of the Opera"; Lon Chaney in "London After Midnight"; The Creature in "Creature From the Black Lagoon"; The Creature and Julia Adams in "Creature From the Black Lagoon"; King Kong and Fay Wray in"King Kong"; Boris Karloff in "The Mummy"; Lon Chaney Jr. in "The Mummy's Tomb"; Lon Chaney Jr. and Elyse Knox in "The Mummy's Tomb"; The Monster in "This Island Earth"; The Monster and Faith Domergue in "This Island Earth." **All are priced at $2.50 each.**

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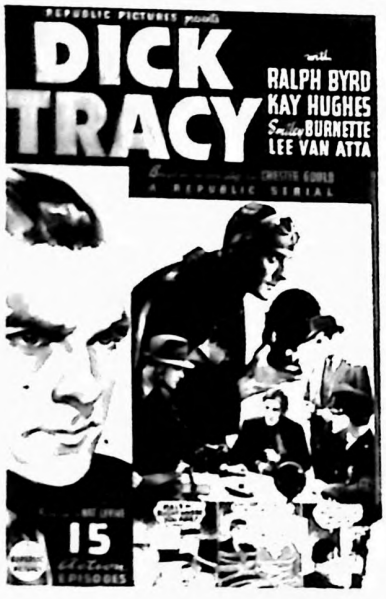
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RALPH BYRD TAKES FIRST SERIAL HERO AWARD

The votes have been counted and the results are in. SERIAL WORLD is proud to announce the winner voted by you, our loyal serial fans. RALPH BYRD, Dick Tracy to most of us came through with flying colors barely edging out the very popular BUSTER CRABBE.

Mr. Byrd was always a very serious actor. His handsome features made him a natural for the DICK TRACY series of serials, films and television show. And while we loved Ralph as heroic Mr. Tracy, the nightmare was all too real for him as producers typecast him and work in later years was sparse for the handsome actor. Besides Dick Tracy in 1937 Ralph also signed to play Dick Tracy Returns in 1938, Dick Tracy's "G" Men in 1939 and Dick Tracy vs. Crime Inc., all for Republic. He was also signed to do the last two features on Dick Tracy for RKO and then completed 39 episodes of the Dick Tracy TV series seen in the early 50's. Ralph also appeared as the lead in three other major serial productions, The Vigilante for Columbia, Mascot's "Blake of Scotland Yard" and Republic's SOS Coast Guard.

Sad to say Mr. Byrd is no longer with us. Ralph passed away on August 18th 1952 after suffering a massive heart attack. We are deeply sorry he is no longer with us to receive the tribute you readers have given him. The trophy we had planned to present to the winner will be enscribed with Ralph's name and will remain in our office. In the meantime as a reading tribute to Mr. Byrd we will present next issue BLAKE OF SCOTLAND YARD with many full color rare lobby cards and complete text about the serial with some behind the scenes notes all thanks to Mr. Jim Stringham. Be sure you get your copy. The following is a list of winners in order of the votes of our serial hero poll. We thank all those who took the time to vote. Sorry to say no reader had an exact listing as it appears here, but maybe next time. We had many requests for villain, female, sidekick polls which we are now considering.

Some more interesting facts about the voting. This as you know was a heroes poll yet we received several votes for ROY BARCROFT and KEENE DUNCAN both who played main villains. Rin Tin Tin pulled in several votes as did the leading ladies, which we were glad to see. Both Kay Aldridge and Linda Stirling can be very proud that many of our readers feel they deserved top serial hero recognition. Truly lovely ladies.

Well, it was fun and we'll do it again in the near future.

Turn this page for "Flip-O-Vision"



Buster Crabbe, rated a very close 2nd, shakes hands with 6th place star Kirk Alyn.

TOP TEN SERIAL HEROES

as voted by the readers of SERIAL WORLD

1. **RALPH BYRD**
   586 votes
2. **BUSTER CRABBE**
   566 votes
3. **TOM TYLER**
   488 votes
4. **KANE RICHMOND**
   414 votes
5. **CLAYTON MOORE**
   407 votes
6. **KIRK ALYN**
   404 votes
7. **DAVID SHARPE & ALLAN LANE**
   TIED 340 votes each
8. **BUCK JONES**
   241 votes
9. **CHARLES QUIGLEY**
   188 votes
10. **LEE POWELL**
    141 votes

Our thanks to Gary Spencer



OUR THANKS TO GARY SPENCER

The Dick Tracy Flip-O-Vision series originated in the early 1950's and...

Ralph Byrd is the only actor to play the same non-Western character in serials, in feature films, and on television. Although Dick Tracy was a radio program at four different times, Byrd never played his most famous role in any of the airwaves series. The distinction of playing the same character in the serials, in feature films, on radio, and on television belongs to Gene Autry — who always played himself.

The Flip-O-Vision series works by lining the cards one behind the other in numerical sequence, holding them in place with a rubber band at the bottom notches, and then rapidly flipping them at the top: For best results paste cards on cardboard stock and cut evenly.

THE SPIDER'S WEB CONTINUES

By Eric Hoffman

NO. 11: THE ROAD TO PERIL

As Wentworth's plane plunges toward the ground, Dick's skill as a pilot enables him to put the ship in a high speed dive to put out the flames. The crime-fighter then proceecds to lob hand grenades at the ray-truck, blasting it to bits in time. Ram Singh and Nita join Dick when he lands and they check the remains of the ray gun and trailer. Wentworth intends to check a piece of the ray-gun's metal to find out who manufactured the alloy. Later, at his home, with Nita and Kirk watching, Dick manages to bring out the name of the manufacturer, which had been filed off. The name is that of Mason, of the group of industrialists who asked Kirk and Dick to battle the Octopus. Wentworth finds a hidden microphone with the wire leading to the large hot-house nearby. Hoping to trick the spy of the Octopus, Wentworth says he and Kirk are going to pick up Mason for questioning. The bogus gardener, hearing Dick say that he's going to the hot house for some flowers, packs his equipment and escapes, Dick watching him, hoping for a move from the Octopus.

The Octopus, receiving his spy's report, orders Mason eliminated. Three of his men break into Mason's office in a large business building. Mason has already received a note from the Octopus, warning him that he will be taking over Mason's Metal Works the following day. In panic, Mason rushes to his window and screams for help. The gunmen shoot him and the industrialist plunges to the street, hundreds of feet below. Wentworth and Ram Singh arrive to find a crowd around the body. Mason is clutching the Octopus's note. Certain that Mason's killers are still in the building, Dick determines to have the Spider appear in the daytime, despite Ram Singh's fear of the police capturing the masked man.

Wentworth changes in an elevator and the Spider emerges, ready for battle. The three thugs spot the Spider but are killed in the ensuing gunfight. The police, summoned because of Mason's death, arrive with Comm. Kirk. Ram Singh joins him. The Spider, spotted by police, climbs to the roof via the fire escape and escapes by his web rope, fooling the police into thinking he swung away, actually getting back into the building by a lower window. Resuming his normal identity, Dick runs into Comm. Kirk who accuses him of being the Spider, until the police report that the Spider escaped.

Dick and Kirk discover that the handwriting of the Octopus note in Mason's hand is similar to that of Crane, head of construction on the C.R. & O. Railroad. Dick suspects that the note is a trick, that Crane's signature was forged. However, to let the Octopus get careless, Dick has Kirk arrest Crane.

The Octopus, pleased at Crane's arrest, gives orders to his men for their newest job of destruction. Meanwhile, Dick suspects that the Octopus will strike at Crane's company next. Crane informs Dick and Kirk that his company has been working on a new bridge over the Green Valley pass and that a mail train is on its way there. The railroad manager tries to have the train flagged, but the station man is knocked out by agents of the Octopus. Dick orders Kirk to have police head for the location. He's going to try and stop the plan of the Octopus.



At the railroad camp, the Octopus's gunmen are setting up explosives to blow up the pass. Meanwhile, Ram Singh is driving the Wentworth limousine to the camp, with Dick donning his Spider identity. Jackson meets him at the camp. The Spider will try to head off the blast while Ram Singh and Jackson go after the gunmen. Taking Jackson's car, the Spider eludes an ambush by Octopus gunmen as he barrels along down the Green Valley pass. The agents of the Octopus, however, have been keeping in communication by radio, passing word of the Spider's whereabouts. When he reaches the point of the explosion, the blast is set off, and the whole mountainside comes crashing down in a cascade of rocks and earth as the Spider's car is trapped in the midst of the avalanche!

NO. 12: THE SPIDER FALLS!

As the avalanche is started, the Spider leaps from his car moments before it is buried in the earth slide. Rushing to a large conduit pipe, to escape detection by the police, the Spider vanishes within its depths and emerges a few moments later in his normal identity. Rejoining Jackson and Ram Singh, Wentworth learns that they were unable to prevent the train wreck. The Octopus has won this round. Wentworth captures two of the saboteurs and is questioning them, but members of the gang break into the construction office and kill the two witnesses. Kirk and the police arrive, driving off or shooting the other thugs.

The next day, at Comm. Kirk's office, Dick, Crane and Kirk are in conference when Chase, a member of the industrial group and an influential banker, enters with some interesting evidence; some of his men at the site spotted the Spider ducking into the culvert and found the man's cloak and hood shortly afterward. He accuses Wentworth, but the criminologist, demanding that a formal accusation be made calls his 'lawyer,' actually contacting Jackson,

stealthily tapping out a code message to him. As Kirk, Dick and the others leave the office, the Spider suddenly appears, takes the cloak and hood and escapes. The 'Spider' in this case is Jackson. Chase is forced to apologize to Wentworth, who is cleared of suspicion...for the moment.

The next day, Dick informs his aides that he has done some checking on banker Chase, learning that the man has been making calls on a specially installed private phone as well as disappearing mysteriously for periods of time. Kirk's men are watching him, but Dick decides to visit Chase's office anyway and see what he can ferrit out.

There, Dick and Nita discover that Chase is gone. But an investigation reveals a message scrawled on the desk-top that reveals that he has been kidnapped by the Octopus. Dick, however, suspects something is wrong and, after having Chases' secretary call the police, decides that Blinky McQuade should look into this.

At an East Side dive, Blinky runs into Pete Martin again and learns that the Octopus is holding Chase prisoner at a warehouse, hoping that the Spider, trying to rescue him, will fall into a trap.

The Spider manages to get into the warehouse that night, and frees Chase. But henchman of the Octopus appear and a gunmen begins. The Spider sends Chase out of the building, while he is pursued by the thugs to the roof of the warehouse. Supposedly hit by one of the gang's shots, the Spider slides down the roof of the warehouse to the edge, then makes his way to the telephone wires and starts to make his way across, hand-over-hand, hanging to the wires. The gunmen start knocking the wires from the terminal connection. The wires come loose, and the Spider is sent hurtling through the air to his doom!

NO. 13: THE MAN HUNT

As the wires are broken away from the terminals, the Spider is still hanging on as he swings into space, landing against the side of the opposite building. He slides down the wires like a mountain climber to the street below, escaping the thugs and drives off.

- At the Octopus's conference room, the mystery leader hears his mens' report of Chase's rescue and the Spider escaping. However, a more important task is at hand. A new captive is to be disposed of; Gray, a prominent banker. What is to happen to Gray will serve as a warning to Richard Wentworth. Gray is taken to the 'Vibration Room' where headphones are put on him and a strange type of radio set is turned on.

Dick, Nita, Jackson and Ram Singh are going over the list of suspects. All but three have been eliminated and the missing Gray is one. But outside the house, Gray is dropped from a car at the doorstep. Jenkins finds him and brings him inside. When Gray comes to, what the Octopus has done to him is very easily figured out; the result is that Gray cannot stand normal sound, his senses have been tortured to a point of ultra-sensitivity. Gray is taken to the hospital and put under sedation. The doctor points out to Dick that in his hyper-sensitive state, the slightest sound may prove fatal to Gray. One of the interns, however, is an agent of the Octopus, and reports to his chief who sends men to dispose of the banker and Wentworth.

Ram Singh, waiting outside, is made prisoner by Gorman, leader of the gunmen. The thugs go into the hospital where Gorman hurls some of the poison firecrackers into Gray's room. Wentworth spots them and starts stomping them out. But some of the crackers go off and Gray's high sensitivity to sound sends him screaming, then falling back onto his bed, his heart stopped. The doctor prepares to make an examination of the dead banker, but Gorman and his men break into the room. However, Wentworth holds them off in a gun battle until the police arrive. Gorman is captured while Dick, learning of Ram Singh's capture, phones Jackson.

At headquarters, Dick prepares to give Gorman the same sound treatment Gray was given, but the thug breaks down and tells Dick where Ram Singh is being held; an old chemical laboratory. The Spider is now about to strike again!

Inside the lab, Trigger, an agent of the Octopus, and some of his men, are trying to make Ram Singh talk and kill him as well by putting him under a shower of scalding water. The Spider, however, manages to break in in time and rescues the valiant Sikh.

The following day, Comm. Kirk contacts Wentworth, informing him that the police are going to raid the Roberts Bus Terminal because of some complaints of citizens regarding activities going on there. Dick feels this may be vital, as a new development has occured; Jackson has been kidnapped by the men of the Octopus. The Octopus learns of the planned raid and tells his men that the police will receive a 'warm welcome.'

At the bus terminal, a ticket buyer is given rough treatment by Trigger and some of his men who have literally taken over the place. During this, the Spider, via his 'web' has entered the terminal via an upper window. As he makes his way along a ledge to some ropes, one of the gang spots him and a gun battle begins. The Spider manages to swing from ledge to bus keeping the thugs busy as the police arrive for the raid.

The Spider has returned to the ledge as Trigger has climbed up to an opposite ledge. The thug unties and swings a huge block and tackle at the Spider, the object hurtling point-blank at the masked crime-fighter!

NO. 14: THE DOUBLE CROSS

As the huge block and tackle hurtles toward the Spider, the masked man leaps from the ledge to the floor of the bus terminal just in time. Unhurt, as the floor was a short distance below the ledge, the Spider, guns blazing, holds off Trigger and his men. Police arrive, providing the necessary diversion, and the Spider makes his way to the terminal magazine stand and escapes through the window to the outside. Spotting one of the thugs driving off, the Spider manages to leap into the rumble seat of the vehicle with the police futilly firing after it.

The car stops at a seemingly respectable garage, with the thug driving it unaware of his extra passenger. A false wall admits the car to a hidden room where the driver tells of his failure to capture the Spider. In the meantime, the Spider has assumed his normal identity and listens as one gunman tells another that the Octopus is planning something in regards to the city water works; namely blowing it up. Dick knocks out a thug who spots him and drives off in a car.

The Octopus is told of Wentworth's discovery of the plan and decides on a way to eliminate his adversary. Jackson, recovering from the poison-gas firecrackers, is brought in. Dazed, his mind under control of the Octopus, Jackson begins to comply with the orders of the Octopus to write a note that will help seal Wentworth's doom. Then the next part of the Octopus's fiendish plan begins.

In Dick's home, Jenkins, the butler, is attacked by two gunmen in Wentworth's laboratory, bound and gagged, and locked in the closet. Jackson's note is left where Dick



can find it. The two men then take some test tubes they brought with them and replace some of Wentworth's chemical tubes with them bogus items. Dick enters in time to attack the gunmen and with the arrival of Ram Singh, manages to capture the heavies and tie them up.

Dick finds Jenkins and frees the butler, then discovers Jackson's note. The note says that Jackson is being held in the old Gladstone house. But Wentworth deduces that Jackson is warning him to stay away; Jackson is right handed — he wrote the note with his left hand! Deciding to try and check on a possible antidote for the Octopus's poison-gas fireworks. As he reaches for some of his chemicals, one of the captured gunmen panics and warns him that the bogus tubes are filled with high explosives. Dick proceeds with his experiment and not only finds the antidote but learns the nature of the gas; it is derived from the venom of a cobra that doesn't bite its victims, but sends its poison out in a fine spray or mist.

At Kirk's office, Dick arrives as a meeting of the remaining bankers and industrialists is ending. They have been discussing a news story about the bus terminal incident, with the story playing up the Spider's part, saying he prevented the massacre of police by his actions. The group leaves, and Dick tells Kirk of Jackson's note. He intends to walk into the trap alone.

However, the Octopus continues to strike at Wentworth. Nita has been lured by an Octopus agent posing as a man from Kirk's office. She is kidnapped. Dick learns from Ram Singh that Nita called saying she had gotten his message to meet him at Kirk's office. Realizing what that means, Dick decides that the Spider will walk into the trap of the Octopus instead of Richard Wentworth.

The Spider arrives and approaches the form of what appears to be Jackson, on a couch, after defeating several gunmen outside the house. Approaching the still figure, the Spider is suddenly plunged by a camouflaged trap door and is caught in a rope snare, swinging helplessly upside down in the cellar, a prisoner of the gunmen of the Octopus!

NO. 15: THE OCTOPUS UNMASKED!

The Spider, caught in the rope snare of the trap, manages to double up, grasp the rope and get himself free as the gunmen enter the cellar A gunfight ensues with three henchmen killed and one knocked out. The Spider leaves his seal on the man's forehead. The Spider then drives off.

At his hideout, the Octopus is gloating to the captive Nita and Jackson of his aim; the complete take-over of the entire, gigantic industrial complex of the United States! So insane is the mystery gang leader on this point that he will murder any one, men, women and children, to achieve his goal. The surviving member of the trap for the Spider enters, reporting the failure to his chief. The Octopus dismisses the man, sending him through the door behind which is the unknown, but deadly electrical device that gives the henchman screaming death. Nita and Jackson can only listen horrified as the maniacal Octopus gloats that soon, they, too, will walk down the same path as the unfortunate henchman.

At his home, Dick is now getting an inkling of who the Octopus really is, but he can't reveal his identity to Ram Singh or Jenkins yet. First, he needs proof. For this, Blinky McQuade will have to return to life.

That night, Blinky is burglarizing the safe of an office in the Banker's Association and barely escapes a night watchman. Back at home, Dick shows his aides what he discovered; a special deflector tube used only in specialized radios and requiring installation by an expert. He is now

awaiting a call from such an expert named Wilson. When the man does call, Dick uses it as a chance to test his new idea; a hookup of the telephone with his television device. As Dick, Jenkins and Ram Singh watch the technician over the screen, Wilson informs him that one tube of the type Dick inquired about was installed at a special technical school on a location at 1st street.

But the pay-off is about to come. A few moments after Wilson hangs up, the Octopus phones Wentworth. Through his television hookup, Wentworth is at last able to get a look at his unknown, mysterious adversary. The Octopus warns Dick to keep out of his way in his maniacal plan or Jackson and Nita will die. Through his instruments connected with the television, Dick knows the call was made within a radius of a mile. Checking a map, Dick finds that the location of the call was from the same area where Wilson had installed the special tube. Dick is now closer to his enemy; he knows the lair of the Octopus!

Dick and Ram Singh go to check on the location, only to find it is the Banker's Association. In the corridor, Dick finds a mysterious walled-off section to which there seems to be no entrance. Ram Singh is ready to go through the wall just to rescue Nita, but Dick cautions and rejoins Jenkins, who is driving the Wentworth limousine. Jenkins is ordered to get some gas bombs for a plan Dick has in mind. Later, Dick plants the bombs and smoke soon fills the building. An alarm is turned in to the fire department and within minutes the engine companies arrive. Dick, as the Spider, joins Ram Singh and Jenkins, disguised in firemen's outfits, and is soon climbing up a hook and ladder as police and citizens look on. His objective; the lair of the Octopus.

Inside his conference room, the Octopus, now thoroughly insane, is about to have Nita walk through the death door when the Spider breaks in in time. Two of the Octopus's bodyguards are killed and now the Spider and the Octopus are face-to-face for the first time in their incredible war.

As the Octopus crouches over his special microphone like some predatory beast the Spider, covering the madman with his trusty automatics, reveals that the Octopus gave himself away in Kirk's office the previous morning, at times giving away information only the Octopus could know. The statement about the note from Jackson was a final tip-off.

But the Octopus gloats that he has an ace; he knows the Spider's true identity of Richard Wentworth. Filled with his egomania, the Octopus snarls that nothing will stop him from fulfilling his 'destiny' as he starts to raise the flap where his real arm weilds a gun.

The Octopus is swift, but the Spider is faster and the mysterious madman falls to his desk, his false right arm giving the eerie effect of a three-armed thing from another world. As Jackson and Nita watch, the Spider pulls off the hood of the Octopus and then he and his friends leave the building.

Later, Kirk and his men arrive to check on a report of the Spider being seen. Dick has met them and joins them. Entering the lair of the Octopus, they find him slumped on his desk, his voice-disguising microphone beside him. Moving back the hood of the madman, Kirk and Dick stare down at the face of...Chase, the banker supposedly kidnapped earlier in the story. On his forehead is the symbol of the end of evildoers who come up against the Spider; the vermillion seal on his forehead.



With the Octopus dead and his reign of terror ended, Dick and Nita can now go on to their honeymoon. But as for the Spider, Wentworth is only retiring the mystery man temporarily so that if the call for service is heard, the Spider and his aides will be able to continue their war against the forces of the underworld and crime once again.

The End



UNDER RATED SERIALS

By Jim Hitt

In the last issue of **Serial World,** I discussed, in my opinion, the five greatest serials. In each case, the title I chose was a well-liked, even admired serial by most fans. However, there are a great many serials that, for one reason or another, have received a less than enthusiastic response, and I would like to point out and discuss what I feel are some very underrated films. Each has weaknesses, and in no way am I implying (except in one case) that any should be considered a masterpiece of the genre, but I feel that each title posesses hidden treasures.

THE GREAT ADVENTURES OF CAPTAIN KIDD (Columbia, 1953, 15 chapters) — This is, of course, a Sam Katzman production and a very late entry from Columbia, both of which would seem to put this among the worst serials ever made rather than on any overrated list. It is true that the production values are not the best, yet surprisingly enough, the closed-in atmosphere and the obvious overuse of studio sets give this serial a rather cohesive and consistent atmosphere that seems just right. While most of the chapter endings are somewhat weak and the resolutions even weaker, there are even a few surprises here. In the first three chapters of the serial, the audience sees Capt. Kidd only in flashbacks that are narrated by various people, and the image of Kidd that we see is one of a ruthless villain. But by chapter seven, our view of Kidd has changed so drastically that the chapter ending leaves us with his life threatened.

John Crawford, although not a great actor by any means, does well as Capt. Kidd. Also Richard Crane makes an adequate hero, and David Bruce is very good as the second-lead hero. Others in the cast include Terry Frost, John Hart and Marshall Reed; and in the fourteenth chapter, in an unbilled but rather meaty villain's role, Ray 'Crash' Corrigan pops up.

Overall, the action moves nicely, and the plot, usually so complicated in the later Columbia is seldom confusing and often very logical and interesting. And chapter fifteen has one of the great serial twists of all time — Crane and Bruce race to save Capt. Kidd from being unjustly hanged by the British government, only to arrive too late. He has been executed.

HEROES OF THE WEST (Universal, 1932, 12 chapters) — This may be the best sound serial made before GORDON OF GHOST CITY. Certainly it is a crude serial, especially in the acting and in some of the lines the actors have to deliver. The opening sequence of the first chapter where Noah Berry, Jr. chases his sister is downright silly. But once the story gets under way, the movement and action is so well done that it is often easy to overlook these faults. At times, the story line, especially in the fued that rages between Onslow Stevens and Edmund Cobb throughout the 12 chapters, is handled on a more sophisticated level than later serials would attempt.

The plot of this serial, building a transcontinental railroad, is larger than life and certainly large enough to provide the writers with an abundance of material for both the story line and, especially important in serials, good chapter endings and resolutions. For the most part, the writers come through in grand style. In several chapters that provide the audience with double cliffhangers, and in one instance in chapter three, they actually have a triple cliffhanger, where Noah Berry, Jr., Diane Duval and Onslow Stevens are all facing death at three separate locations and totally unrelated to one another.

THE IRON CLAW (Columbia, 1941, 15 chapters) — This is, of course, a James Horne serial, and as such, is often dismissed with a snicker from loyal serial fans. After all, Horne had directed Laurel and Hardy comedies, and in most of the serials he directed, it appeared that he was still directing



Clyde Beatty

Laurel and Hardy comedies. And that is exactly what this is — a Laurel and Hardy serial. It is a comedy serial in the true sense of the word. The comedy is burlesque and overdone in the extreme. But so what? Film critics often called Laurel and Hardy films "orgies of destruction." That applies to THE IRON CLAW. It, too, is an orgy of destruction as the hero battles the mysterious Iron Claw and a rival gang, both out to find a catche of hidden gold.

The pace of this film is frantic. People are always running in every direction and screaming at the top of their lungs. Charles Quigley as a rather inept hero and Walter Sande as his even more stupid side kick ham it up for all their worth. Equally the hams are Forrest Taylor, Norman Willis and Joyce Bryant.

The chapter endings are never boring, and the resolutions, never a strong point at Columbia, are satisfactory enough. The identity of the Iron Claw is carefully held to the last chapter, and it is literally impossible to figure out his identity before it is revealed. All of this, however, is just icing on the cake. The real joy of this serial is the broad, slapstick humor, more satisfying here than any other Horne serial. It is, within its limits, a true B comedy classic.

THE PERILS OF PAULINE (Universal, 1934, 12 chapters) — The first time I saw this film, I was surprised just how good it was. From the opening chapter where the audience is introduced to the principal characters during a revolution in Indo-China, the atmosphere is consistent and convincing. The acting in this film is good, the chapter endings and resolutions are more than adequate, and the plot is acceptable. But above all, it is the atmosphere that the viewer tends to remember long after serial is over. Most of this story takes place in jungle settings, which are constantly real and menacing, far more so than later attempts at Republic and Columbia where the foothills of Simi Valley and Corriganville substituted for Africa.

This was an attempt by Universal to revive the serial heroine with Evelyn Knapp, playing the lead. Of course, the title attempted to draw a connection to the silent serial with

Pearl White, but for all practical purposes, it was a completely new film. Evelyn Knapp and Robert Allen make a believable couple, and the villainy is amply supplied by John Davidson and Frank Lackteen, both of whom would appear many times in other serials.

DICK TRACY RETURNS (Republic, 1938, 15 chapters) — Of course, this is from the Golden Age of Serials, and it is also a product of the Whitney-English team, and as such, would seem to be highly rated already. But as the second of the Dick Tracy serials, it always seems to be neglected. When most fans pick a Tracy serial (there were, of course, four of them), they usually pick the last one, DICK TRACY VS. CRIME INC. as the best of the series, and often as one of the greatest serials ever made. I would like to make a case as DICK TRACY RETURNS being the best of the four, and perhaps even deserving credit as one of the greatest of all serials.

In any evaluation of a Dick Tracy serial, the first place to start is with the man who played Tracy, Ralph Byrd. As in each of the serials (and also the two features in which he starred as well as the television series), he is a perfect choice. His jaw is almost as square as the cartoon character he portrays, and his on-screen presence shows both strength and warmth.

In other roles, Republic supplied fine supporting help. Dave Sharpe is excellent as a new recruit brutally murdered in the first chapter, giving Tracy added reasons for pursuing villains. Lee Ford, who plays the comic relief Mike McGurk, is unobtrusive, much less so than Smiley Burnett in the previous Tracy entry. Lynn Roberts looks nice playing Gwen, although she is not really crucial to the plot.

Like all the Republic serials from this period, the chapter endings and resolutions are satisfying, and while this serial may have some stock footage from previous Republic entries, it seldom becomes overbearing. The action scenes are handled in their usually excellent Republic manner.

But the real strength of this serial — and my reason for choosing it over the other Tracys — is the family of villains thrown at our hero. In DICK TRACY VS. CRIME INC. we are given a mystery villain, although the mystery part is not all that mysterious. In DICK TRACY RETURNS there is no pretense of mystery. From the first moment, we know who the villains are — Pa Stark and his killer brood. Charles Middleton, the ever present Ming from FLASH GORDON, is perfect as vicious Pa Stark. Among his killer sons are John Merton, Jack Ingram and Ned Glass, There is a real thrill watching Tracy dispose of the Stark family one by on, until, in chapter 15, he faces Pa Stark in the final showdown.

Listed below are several other serials I feel are underrated and deserve a better reputation then they presently have:

RUSTLERS OF RED DOG (Universal, 1935, 12 chapters) — An excellent western serial that used many chapter endings that showed up in many other Universal westerns. Johnny Mack Brown is at his athletic best, and the chapter endings and resolutions are stronger than in most Universals. Walter Miller, usually a villain, and Raymond Hatton are both excellent as his sidekicks while Harry Woods does his usual supurb job as the main antagonist.

DEADWOOD DICK (Columbia, 1940, 15 chapters) — This is another James Horne serial replete with frantic, madcap action, although the comedy level is more subdued than in THE IRON CLAW. The main villain, a masked Skull, is well disguised until the final chapter, and Don Douglas, who pursues the outlaws, does an adequate job. The plot makes sense, and most of the chapter endings and resolutions are acceptable. All the action, plot and character hang together very well, especially for a Horne serial.

SKY RAIDERS (Universal, 1941, 12 chapters) — Donald Woods and Billy Halop are the heroes here in a fine example of a Universal serial where things work well. The plot is satisfactory and the supporting cast in uniformly good, including Robert Armstrong, Edward Ciannelli and Reed Hadley. Most of the chapter endings and resolutions work nicely, too.

BURN 'EM UP BARNES (Mascot, 1934, 12 chapters) — Frankie Darro and Jack Mulhall take the viewer through 12 good chapters, especially fast for a Mascot, with some excellent cliff hangers and good resolutions. Jason Robarts is fine as the villain.

THE LOST JUNGLE (Mascot, 1934, 12 chapters) — Overall this serial is fair. Because of the lack of acting skills by Clyde Beatty, most the dialogue passed to Sid Saylor, who did a nice job. Villainy was done by Warner Richmond and Wheeler Oakman, both accomplished at this sort of thing. However, the main reason this serial deserves to be included here is the ending of chapter 11, perhaps the greatest cliffhanger of all time. And the resolution in chapter 12 is extremely satisfying.

This is my list of underrated serials, some fair, some great, but all deserving of more attention from fans. Some of you out there may have other serials you feel deserve more attention. Or you may feel I'm way off base in some of my choices. You won't change my mind, but I'd love to hear from you. Write me in care of SERIAL WORLD and share your thoughts.

NEXT ISSUE: THE MOST DISAPPOINTING SERIALS



SERIAL HEROES ON RECORD — PART 2

The Official Adventures of Flash Gordon
Leo the Lion Records—CH—1028. Released 1966.

Dino De Laurentiis' 'Flash Gordon' has come and gone, and while, in its own way, it was a satisfactory entertainment, it just did not compare with the 1936 Universal serial. Despite the incredible budget and 'state-of-the-art' technology, it lacked the indefinable 'magic' which made its much more modest predecessor a classic.

And it lacked a hero having the personality and presence of Buster Crabbe.

Poor Sam Jones didn't stand a chance. After all, Buster Crabbe is Flash Gordon.

It is, therefore, hardly surprising that the M.G.M. Record Company sought out Buster to reprise his most famous role when they recorded this package back in 1966.

The record features two 15 minute, original 'live-action' adventures presented in the style of old-time radio drama. Side 1 recounts the story of **'The Decoys of Ming the Merciless.'** During a raid on Mingo City, Flash and Dale discover that Ming plans to unleash a battery of atomic missiles on the unsuspecting planet Earth. However, before they can issue a warning, they are captured by Ming and imprisoned. Ming's daughter, Aura, helps them escape to Earth, where Flash sets about organizing Terran defenses to repel the impending rocket attack from Mongo. What he is unaware of, is that Ming has deliberately engineered Flash's escape and, true to his treacherous nature, is arranging a fiendish double-cross which will result in the total destruction of Earth's defense systems.

What is Ming's diabolical plan?

Will Flash realize in time that he has been tricked or will Earth face a devastating defeat?

I'll leave it up to you to find out.

Side 2 presents **'Flash Gordon and the Mole Machine.'** Flash and Zarkov journey in the latter's incredible mole machine far beneath the earth, where they inevitably discover the fabulous subterranean city of Krenkelium. They save the life of Princess Darla, daughter of the city's supreme ruler Krenko, and are made welcome by the monarc. They are given the freedom of the underground kingdom but are forbidden to return to the upper world, Krenko fearing that the surface dwellers might invade his domain should they ever learn of its existence. During the following days, Flash is shown the wonders of Krenkelium by Darla who, by now, has fallen in love with him. He learns that the city is perpetually endangered by a river of molten lava kept at bay by huge ramparts of solid rock, which require continual maintenance against the onslaught of the corrosive current. This is provided by an enslaved race of Lava Men.

Flash and Zarkov formulate a strategy to free the underground metropolis from its ages-old battle against the eroding advance of the river of fire, hoping that, in return, they will be allowed to return home. They plan to use the atomic power drive of the mole to blast a new channel for the lava river, thus allowing it to flow away from the city. But to do this, they must maneuver the mole to the very edge of the searing liquid inferno!

Will this daring project succeed?

Will Flash and Zarkov ever return to the surface?

(Of course you know the answers to these questions — but what the heck!)

The L.P. is totally professional; recording quality is excellent and sound effects are superb. Buster Crabbe probably has more dialogue on the record than he did in the Universal chapterplays and reads the part with conviction, putting all he's got into it. Considering he was nearly sixty when he made the record, his voice is amazingly virile, sounding much as it did in the original movie serials. Buster's supporting actors also give solid and spirited performances, breathing real life into the fictional characters. Ming is played with particular relish, in an unctuous style reminiscent of a deranged George Sanders.

The sleeve notes credit participating actor Ronald Liss with scripting. However, rumor hath it that Flash artist par excellent, Al Williamson, wrote the 'Mole Machine' segment. (Makes sense when you consider the name of the underground city, then recall that a close friend of Al's is fellow artist Roy Krenkel). Williamson also provides the impressive full-color cover illustration and contributes two line drawings depicting scenes from the recorded adventures.

This L.P. was originally intended for youngsters (Leo Records being the juvenile division of M.G.M. Records Inc.) and as such makes for light listening. But it's fun to play on those lazy, sunny Saturday afternoons when, for some inexplicable reason, you are smitten with a sudden, unexpected and almost overwhelming desire to re-capture those 'thrilling days of yesteryear.'



Buster "Flash Gordon" Crabbe

The Interplanetary Adventures of Flash Gordon.
Radiola Records MR-1124. Released 1981.

Buster Crabbe's continuing identification with the Flash Gordon role is again apparent on this 1981 release. Buster and Jean Rogers appear on the sleeve and there is a still from 'Flash Gordon's Trip to Mars' decorating the liner notes. While this makes for an eye-catching sales aid, it is also somewhat misleading, in that these performers do not appear on the record.

In fact, the L.P. features 4 episodes (11, 12, 39 & 40) from the 1935 Flash Gordon radio program. These recount the exploits of Flash, Dale and Zarkov in 'The Lost Continent of Atlantis, on the ocean's floor.'

As the eleventh chapter opens, Flash has deposed the despotic Balo, ruler of Atlantis, and has, himself, been proclaimed the new Emperor. Balo seeks refuge with Nylanda, Empress of the Land of the Crocodile. Flash pursues the tyrant and, after battling his way into Nylanda's palace and defeating a detatchment of royal guardsmen, re-captures him. Escaping in the Queen's barge, Flash survives an attack by a giant crocodile and rendezvous with Zarkov and Dale aboard the Atlantean submarine 'Neptune.' However, Nylanda's bowmen are in hot pursuit. Flash vows to 'give them something to think about' and, in a highly expedient but totally uncharacteristic display of viciousness, mans the sub's machine gun and mows them down in droves. (Steel bullets vs bows and arrows — O.K. for Dirty Harry but hardly the behaviour to be expected from a renowned Yale graduate and super-athlete, whose deep humanity can be inferred from the fact that he actually interrupted a polo game to be with his father when the world was under threat of utter destruction by Ming the Merciless.)

En route back to Atlantis, Zarkov and Flash don diving gear to examine the sunken wreck of the steamship 'Belgravia' known to contain plans for a terrible death ray capable of stopping planes in mid-flight, But as they approach the wreck, Flash is attacked by a huge sea monster.

Presumably, Flash escapes with little more than a bruised hairstyle, for Side 2 finds him hale and hearty and about to commence episode 39. Flash and Dale report for a meeting with His Excellency Count Alexoff, Secretary

Continued on page 28



Movie serials have thrilled audiences for over four decades, from the early teens through the mid-1950's. Those marvelous weekly chapter plays (or cliffhangers) presented us with a simplistic, almost child's view of the universe. A world populated with heroes and villains, full of underground hideouts, spectacular mile-a-minute chases, hair-raising escapes, ingeneous traps, and diabolical scientific inventions...

Of course, the most essential ingredient in every serial chapter was that *classic cliffhanger* ending. Then, coming back the next week, we'd discover that, at the *very* last possible moment, our hero would escape, shaken but unharmed into the next episode.

It's no secret that the cliffhanging serials of the 30's and 40's were the inspiration for last summer's hit movie, *Raiders of the Lost Ark*...

The secret to the success of the movie serial was simple, too: Maximum excitement with minimum plausibility...with every episode ending on a wave of high tension and suspense...

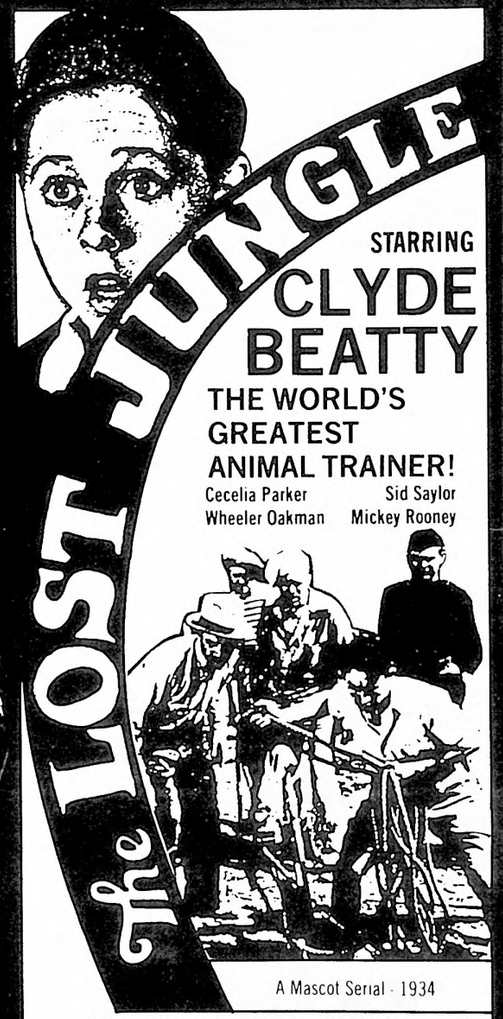
Bijou Productions has put together four complete movie serials...each serial presented in 12 episodes...all in 24 thrilling half-hour installments. That means your audience gets two *different* serial chapters from two *different* serials in each installment...that's like a double feature in every half-hour show!



SERIAL TIME ON "MATINEE AT THE BIJOU"

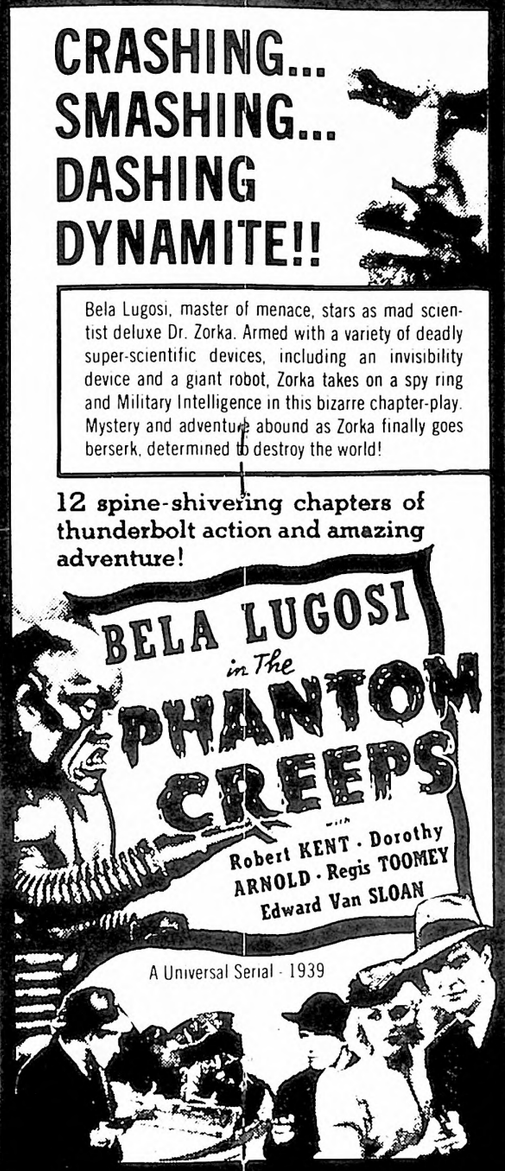
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Check your local PBS station for time and details





A Mascot Serial - 1934

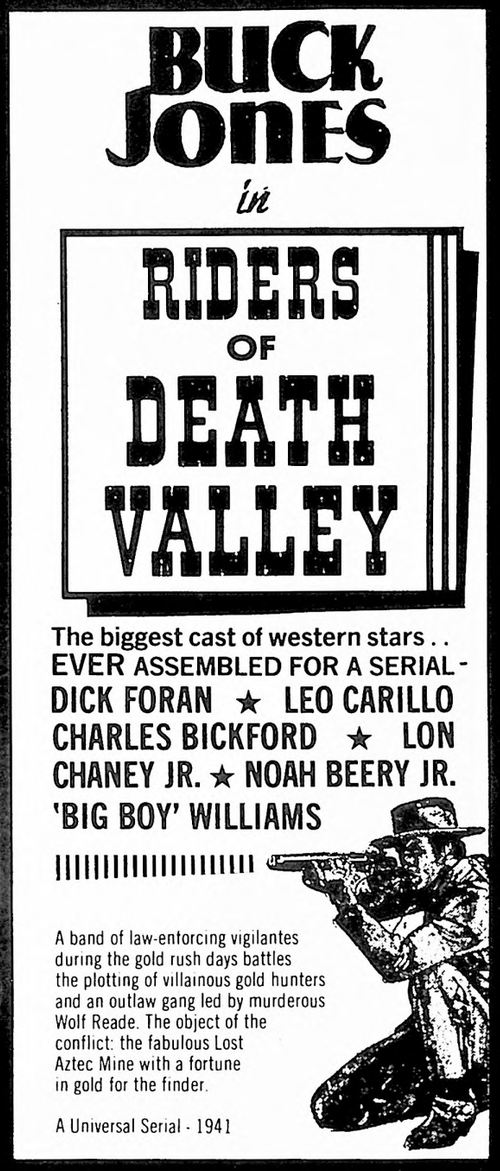
Marooned on an uncharted jungle island by a dirigible crash, Clyde Beatty and his friends encounter the dangers of the jungle, ruthless white treasure hunters and the perils of a hidden temple. Beatty demonstrates his skills at handling the big cats more than once in this exciting twelve-part adventure.



Bela Lugosi, master of menace, stars as mad scientist deluxe Dr. Zorka. Armed with a variety of deadly super-scientific devices, including an invisibility device and a giant robot, Zorka takes on a spy ring and Military Intelligence in this bizarre chapter-play. Mystery and adventure abound as Zorka finally goes berserk, determined to destroy the world!

12 spine-shivering chapters of thunderbolt action and amazing adventure!

A Universal Serial - 1939

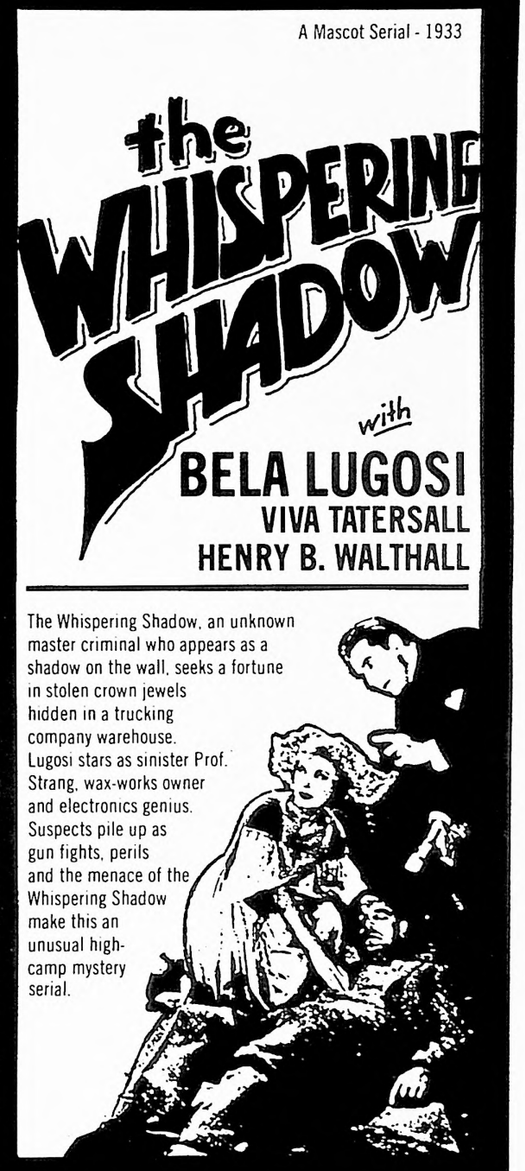


The biggest cast of western stars . . EVER ASSEMBLED FOR A SERIAL - DICK FORAN ★ LEO CARILLO CHARLES BICKFORD ★ LON CHANEY JR. ★ NOAH BEERY JR. 'BIG BOY' WILLIAMS

A band of law-enforcing vigilantes during the gold rush days battles the plotting of villainous gold hunters and an outlaw gang led by murderous Wolf Reade. The object of the conflict: the fabulous Lost Aztec Mine with a fortune in gold for the finder.

A Universal Serial - 1941

A Mascot Serial - 1933



The Whispering Shadow, an unknown master criminal who appears as a shadow on the wall, seeks a fortune in stolen crown jewels hidden in a trucking company warehouse. Lugosi stars as sinister Prof. Strang, wax-works owner and electronics genius. Suspects pile up as gun fights, perils and the menace of the Whispering Shadow make this an unusual high-camp mystery serial.

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Movie serials have thrilled audiences for over four decades, from the early teens through the mid-1950's. These marvelous weekly chapter plays (or cliffhangers) presented us with a simplistic, almost child's view of the universe. A world populated with heroes and villains, full of underground hideouts, spectacular mile-a-minute chases, hair-raising escapes, ingenious traps, and diabolical scientific inventions...

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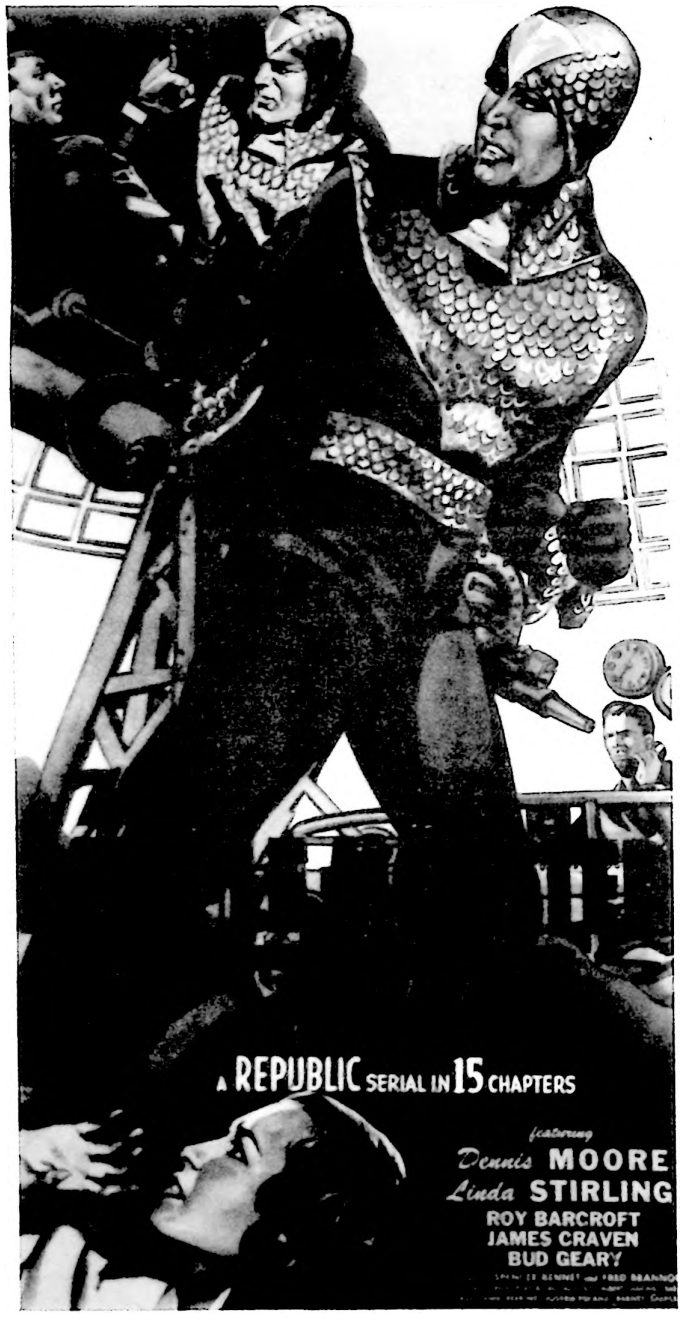
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RARE ORIGINAL ARTWORK FROM THE REPUBLIC CLASSIC

CHAPTER 1: THE MAN IN THE METEOR

Streaking through the blackness of interstellar space, a strange, purple light races toward Earth. This light has been observed by astronomer-scientist Dr. Cyrus Layton through his huge telescope. Suspecting something beyond man's belief may evolve from this sighting, Dr. Layton has telephoned his niece Sheila, asking her to come with her friend, Craig Foster, an official of the Science Research Foundation, which is sponsoring a project of Layton's; a jet-powered rocketship.

After making the call, Layton rushes back to his telescope and spots where the purple light might land. What he doesn't know, as he gets into his car and heads after the thing, is that the light is actually a spaceship from another world.

As Layton reaches a wooded area, he sees a huge, rocket-like object crash to Earth in a gigantic explosion. Layton leaves his car and hurries to the site of the crash. There, he beholds a sight that could easily have come out of a fevered dream. Amid the wreckage of the rocket is a small object like a shell. It pops open and a strangely-clad figure carrying some sort of pack leaps out and rushes away moments before the shell bursts into flames.

Dr. Layton approaches the figure, whom he now sees wearing an outfit composed of what seems to be purple tights, a strange design in gold and an odd helmet. The man addresses Layton in English, explaining that he comes from the planet Mars. He knows who Dr. Layton is and the nature of his top-secret project. Layton is amazed and filled with scientific enthusiasm. He can't really believe that he's speaking to a being from another planet. The Martian says that he needs Dr. Layton's assistance, since his spaceship was capable of only a one-way journey. The alien also tells Layton that the pack he is carrying contains the Distance Eliminator, a Martian communication device that will enable its operator to communicate with any point in the Universe, no matter where he is.

Layton ushers the Martian to his car and they head for the man's observatory-laboratory.

There, the Martian and Layton are looking over the scientist's plans for the jet plane-rocket. The Martian is definitely impressed. However, even as Layton says that this is the most exciting day of his life, the Martian replies that it is also Dr. Layton's last day alive. He explains that he was sent as the vanguard for a long-planned invasion of Earth by Mars. No one will know about the attack until it is too late, for Dr. Layton is to be eliminated and used as the identity for the Martian.

The alien tells the angry Layton that he can enter the dead man's body and control it from within. As to what the method of Layton's demise will be, the Martian is prepared once more. He shows Layton a capsule, containing a sample of a carbo-oxide gas compound, similar to the atmosphere on Mars. To the Martian, who has now iden-

tified himself as the Purple Monster, it is harmless. But to Layton, it's fatal. The Martian throws the capsule at Layton. The gas is released and Layton falls to the floor, dead.

At that moment, Sheila and Craig Foster arrive and are knocking at the door of Dr. Layton's laboratory. Hearing them, the Purple Monster hides the Distance Eliminator in a closet and then props Layton's corpse in a chair. As he's about to enter the man's corpse, Craig breaks in, and there is a wild fight, with Craig being knocked out by the Purple Monster. The Martian then releases another gas capsule upon himself and becomes transparent, his body unsolid. He seats himself in the same chair Layton's corpse is seated in and in a few moments, he and Dr. Layton have become one being.

Craig regains consciousness a few moments afterwards and lets Sheila into the office. They revive "Dr. Layton" who tells them that a strange being who attacked him called himself the Purple Monster and took the plans for the jet plane. Now he has to draw up an entirely new set.

Craig is certain the Purple Monster is the same individual who sent Layton a blackmail note for $50,000. Sheila and Craig leave while "Layton" watches them with a grim smile. However, his next course of action is interrupted by the appearance of a character who looks as if he'd kill his own father for 50¢. This is Hodge Garrett, the individual who sent the blackmail note to Layton. Saying that he will take care of Garrett in a moment, "Layton" seats himself in the big easy chair and the Purple Monster emerges from Layton's corpse.

Garret is scared to death, especially when the Purple Monster reveals his identity and origin. Garrett's greed takes over when the Purple Monster offers him the chance to aid in paving the way for the invasion of Earth. The thug agrees, with the Purple Monster assuring Garrett that the consequences would have been most unpleasant if he had refused.

The following day, Craig and Sheila phone "Layton," telling him that the booster rocket for the jet plane has been completed at the garage of a man named Mitchell. Craig is to pick it up later that day and Layton is to meet him there.

"Layton" and Garrett decide to steal the rocket engine for the construction of their own ship. Later that day, at Mitchell's shop, Mitchell opens the door, thinking that it's Craig. Instead, he finds himself staring down the barrel of a revolver held by Garrett. Garrett and the Purple Monster enter and tie Mitchell up. The Purple Monster intends to use Mitchell's knowledge later on when he constructs the Layton space ship.

However, before he completely binds the man, the Martian has Mitchell call up Craig and ask him to come to the shop another time. However, Mitchell has secretly tapped out an SOS over the phone. Craig catches it and knows that something is wrong. He and Sheila get into their car and rush to Mitchell's garage.

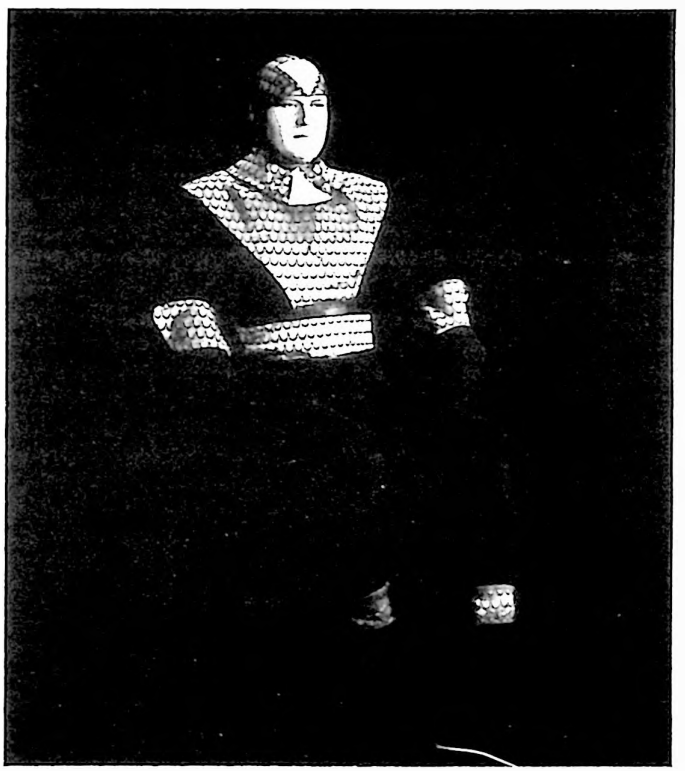
They enter just as Garrett and the Purple Monster are loading the engine onto a truck. They're handling the device with kid gloves, for if Garrett or the Martian pushes the starting lever, the engine will shoot through the roof and vanish in a sheet of flame. However, as Craig and Sheila hold the two villains at gunpoint, the Purple Monster knocks Craig's gun from the man's hand and a fight ensues. Sheila is hurled aside by Garrett, onto the rocket engine, and knocked out.

The fight is wild, as the rocket's starting lever is accidentally hit and the rocket tubes start to ignite. Craig knocks



out Garrett and is ready to go after the Purple Monster, but then he sees Sheila, still unconscious, on the rocket engine.

Suddenly, the rocket takes off, zooming through the garage into the air and through the roof, suddenly exploding in an inferno of flame with Sheila apparently destroyed with it!



CHAPTER 2: THE TIME TRAP

Craig manages to get Sheila off of the rocket motor moments before it takes off and crashes through the garage roof, exploding in a sheet of flame. However, the Purple Monster and Hodge Garrett have made their escape.

At Layton's office, Garrett and the Purple Monster enter, with the Monster ordering Garrett to hide in the other room. He then undergoes the strange transformation and enters the corpse of Dr. Layton moments before Craig and Sheila enter the room. They tell "Layton" about the attempt to steal the rocket motor by the Purple Monster,

not knowing that they are only speaking to Layton's animated corpse. Craig tells "Layton" that funds to continue work on another motor is being kept in the safe at Research Foundation headquarters. "Layton" says that he'll start working on another set of plans immediately.

After Craig and Sheila leave, Garrett joins "Layton." The Purple Monster is ecstatic. The Foundation has money they will need to construct their own space vehicle. And in the guise of "Layton," the Purple Monster will have no trouble getting into the vault, by signing for a small amount, and then fixing up the safe's time-lock. After Garrett leaves to wait for orders, the Monster, in Layton's form, takes out the Distance Eliminator and contacts the planet Mars, where he informs the Emperor of his progress. After his report, during which the Emperor assures his agent that help will be sent if needed, the Monster signs off and starts to make plans.

The next day, at Foundation Headquarters, "Layton" is shown the safe by one of the executives after he signs a request for $2,000, ostensibly to begin work on the second rocket motor. All that is needed is Craig Foster's countersignature.

When "Layton" sees there is a time-lock on the safe, he plants a small box-like device with knobs inside the safe, and then leaves. When Craig arrives a few moments later, he and the man in charge notice that the clock on the outside of the safe has been speeded up; they can even see the minute-hand moving! At the rate it is going, the safe will open at midnight, instead of nine in the morning. Craig decides to stick around during the night and see what happens.

That night, around midnight, a ladder-bridge snakes out from the window of the building directly across from the Foundation office. A few moments later, the Purple Monster and Garrett make their way across, many stories above the city street. They enter the office and open up the safe, putting $10,000 into a satchel they carry, or as Garrett puts it, "Ten grand in the bag."

At this moment, Craig enters the office with a gun in his hand. Even though he manages to cover The Purple Monster and Garrett, the gun is knocked out of his hand by the Monster, and the fight is on. A few moments later, while Craig and Garrett fight it out, the Monster takes the money satchel and starts to make his way across the ladder bridge. Garrett knocks out Craig and follows. But Craig comes to and continues the chase, stopping Garrett in the middle of the ladder, and nearly being knocked off it. Garrett and the Monster start to push the ladder away, and then push it from the window. Craig is clinging to one of the rungs as the ladder swings to the side of the Foundation building. Then the grapple hooks slip from the window ledge.

The ladder, with Craig clinging to it, plunges through space toward destruction, many stories to the street below! Craig seems doomed.

CHAPTER 3: FLAMING AVALANCHE

As the ladder plunges toward the street below, the hooks snag onto a telephone line below a window, allowing Craig to climb to the window and safety. However, the Purple Monster and Garrett have escaped.

Later, at Dr. Layton's laboratory, Craig is conferring with "Layton," not knowing that it is only Layton's animated corpse he's speaking with. He's doing some figuring as to the amount of money stolen and making plans to stop the Purple Monster from obtaining the materials necessary to build the jet plane-rocket.

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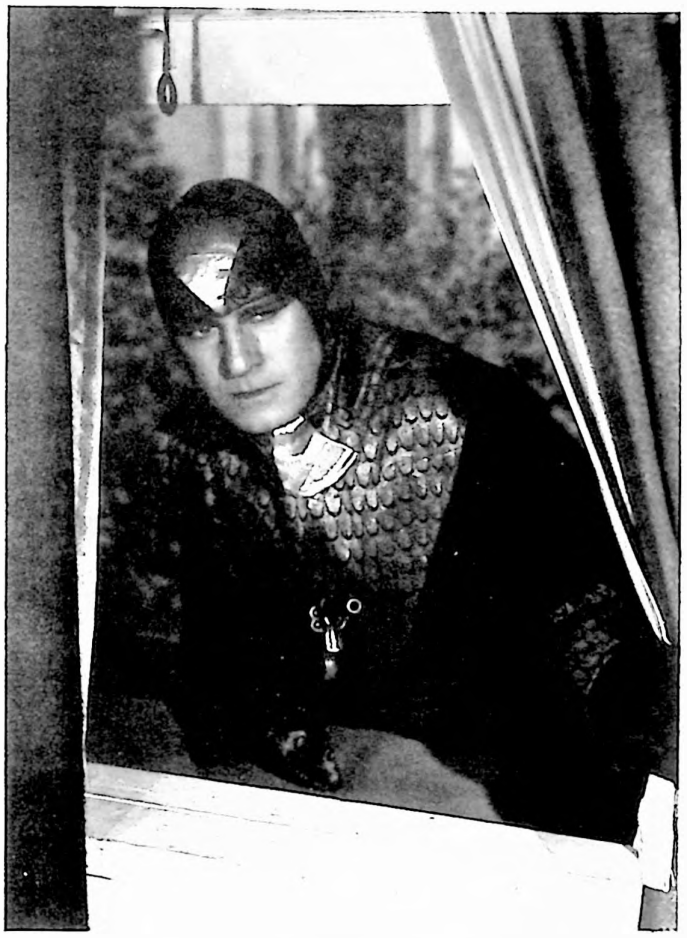
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The sinister Purple Monster

"Layton" leaves him alone to work, and enters the study. There, behind a locked door, the Purple Monster emerges from Layton's body, drawing a dagger housed in his belt. He sneaks into the lab and attacks Craig from behind. There is a wild battle as Craig fights for his very life. He is finally stunned when the Purple Monster hits him with a chair. The alien invader is about to finish our hero off when Sheila arrives, knocking at the lab door. The Purple Monster beats a hasty retreat into Layton's study, locking the door. He is going through the process that will enable him to enter Layton's corpse, while Sheila helps Craig to his feet. The two of them pound at Layton's door, while the Martian enters Layton. "Layton" then opens the windows, and lies down on the floor, feigning unconsciousness, as Craig and Sheila break in. "Layton" tells them that the Purple Monster knocked him out. Craig and Sheila leave to search for the Martian, while "Layton" heads for a bookcase. He presses a switch, causing it to swing open, revealing a secret tunnel. He enters it into a hidden cave, where other agents, recruited by Garrett, are working on the building of the rocket plane.

Garrett and "Layton" plan to get ahold of some concentrated fuel designed for the rocket plane, with Garrett posing as Mr. Benchley of the Spartan Motor works. With "Layton's" aid, and the money they stole, the rest should be easy. Later, Garrett is at the company, completing the deal as the drums of fuel are being loaded onto a truck, driven by one of Garrett's aides.

Meanwhile, Craig is consulting with Layton, realizing that the Purple Monster and his helper may try to buy the motor fuel for the rocket. He and Sheila head for the company as fast as possible.

Meanwhile, "Layton" has phoned the motor company, and warned Garrett of Craig's arrival. Garrett heads for the truck to speed up the loading of the motor fuel, as the executive in charge tries to calm him, wanting a receipt. Garrett knocks the man out, thus eliminiating the necessity of paying for the fuel. He arrives outside as the last drum is loaded aboard, just as Craig and Sheila arrive. There is a gun-fight, as Garrett's henchman drives off, with Garrett in the truck rear, firing at Craig. The chase is wild, finally leading into a winding, cliff-area.

Craig's shots puncture one of the oil drums, causing the volatile fluid to spill out. Garrett sees this, and has an idea, since they are outdistancing Craig. He has his agent stop the truck, while he sets the oil on fire. They are on a steep grade of the road that Craig and Sheila are driving along. Garrett releases the truck brakes and the huge, flaming vehicle rumbles down the road, as Craig and Sheila roar up the road, believing they are catching up with their enemy.

Suddenly, they see the truck, one huge mass of flame, hurtling down at them. The blazing truck and Craig's car collide, both exploding into fiery destruction from the cliff road, with Craig and Sheila apparently destroyed!

CHAPTER 4: THE LETHAL PIT

As the blazing truck careens towards Craig's car, Craig and Sheila leap from their vehicle moments before car and truck collide in a blazing explosion. Garrett and his henchman have escaped, while Craig helps a stunned Sheila to her feet.

Later, at the office of Prof. Saunders, inventor of the rocket fuel, Craig tells the scientist what happened, and then plans a trap for the Purple Monster and his henchmen. He wants Saunders to write out another fuel mixture, only this time put in a false ingredient: an element called Octalene. The reason for this is that Octalene is made at a chemical plant controlled by the Research Foundation. When the thugs come for the chemical, Craig will be waiting for them.

Meanwhile, at Dr. Layton's observatory, "Layton" and Garrett are conferring. A new quantity of rocket fuel will have to be obtained, but they need the formula. However, the Purple Monster reminds Garrett that as "Dr. Layton" he'll have no problem seeing Prof. Saunders.

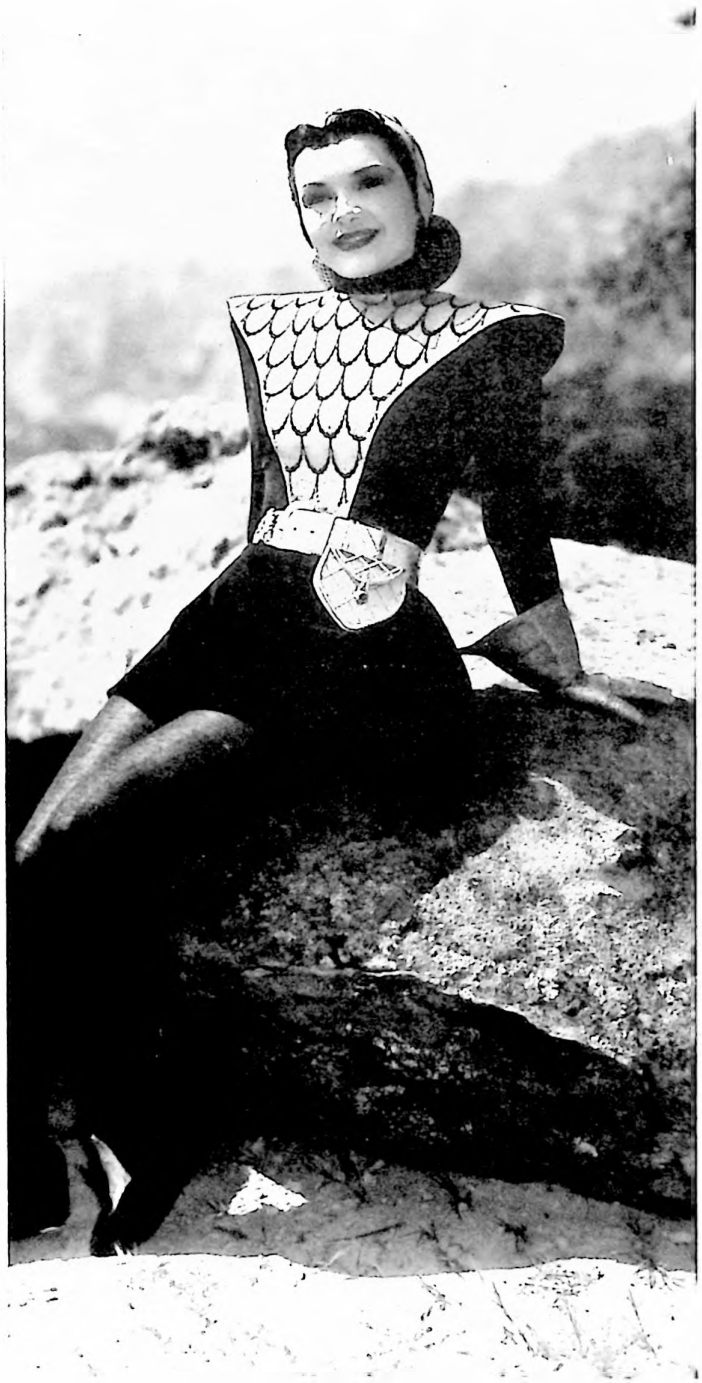
Later that day, "Layton" visits Saunders, who welcomes him not knowing the horrifying secret of the Purple Monster. When "Layton" asks to see the rocket fuel formula, however, Saunders says that Layton has enough in his head without the fuel formula also. It remains in his safe. As a measure to get Saunders out of the office, "Layton" asks Saunders to let him see the gyrocompass he's been working on, and Saunders goes to get it. "Layton" then goes to the safe and starts rifling through the various papers and documents, searching frantically for the formula. He finds it in a folder, but Saunders enters from another door and startles him, causing him to drop the folder. "Layton" tries to bluff his way out of the situation, but Saunders doesn't buy his explanation, telling him that he suspects him to be in league with the Purple Monster. "Layton" holds him at gunpoint, and then tells the horrified Saunders the truth about himself. However, to make sure Saunders doesn't tell anyone else, "Layton" hurls one of the Martian atmosphere capsules at the man. Saunders dies as did Dr. Layton when the Purple Monster killed him.

Later, at the Foundation office, Craig is given the news of Saunders' passing. He's furious at the Purple Monster's outwitting him again, and is more determined than ever to catch him.

WANTED — THESE PURPLE MONSTERS



Roy Barcroft — "The Monster"



Mary Moore as Marcia

Meanwhile, at the Octalene Chemical plant, Garrett and a henchman have entered, holding a gun on a lab-worker. They demand to know where the Octalene is hidden but the man doesn't talk, saying that it's stored and he's about to mix up a new batch. Garrett has a macabre idea to make the man talk, and has his aide hold the victim next to a table, while he pours acid toward their prisoner. Under this kind of pressure, the watchman has to talk. As the man tries to run off, however, Garrett knocks him out. At that moment, Craig walks in, holding the two thugs at bay. However, Garrett stealthily hooks his foot into a stool, and hurls it at Craig, knocking the gun from our hero's hand. The fight is on.

Meanwhile, at the observatory, "Layton" suspects something may be up at the chemical plant, and goes into the study, locking the door. There, the Purple Monster emerges from the corpse of Dr. Cyrus Layton, and undergoes the process of becoming solid. Then he heads for Layton's car, heading for the chemical plant.

Meanwhile, Craig is battling it out with Garrett and his thug. One man is knocked out, and Garrett and Craig are having at it when the Purple Monster enters. He fires at Craig with a revolver, and a three-way gun battle begins, with Craig pinned down by Garrett and the Purple Monster. He's driven back to the huge chemical vat for shelter and slides down the pole to the bottom. However, The Purple Monster orders Garrett to turn on the faucet allowing the acid to go into the vat, while he keeps Craig pinned down. Craig tries to climb out as the acid fumes start to fill the vat, but the Purple Monster's gunshots drive him back.

The fumes grow thicker and thicker as the acid pours in. Craig makes one more try to climb out of the deadly vat, but as the fumes become like fog, Craig apparently succumbs to their deadly effect, and vanishes in the lethal mist as he falls back!

CHAPTER 5: DEATH ON THE BEAM

As the acid fumes start to take their deadly effect on Craig, the lab worker who had been knocked out by Garrett comes to and finds the gun dropped by Garrett's henchman when he was shot. In the meantime, the Purple Monster and Garrett have run out of ammunition and are reloading when the lab man starts shooting at them, driving them out of the building. He then rushes over to the acid vat and helps pull Craig out. However, the Purple Monster and Garrett have escaped.

Back at Dr. Layton's observatory, the Purple Monster and Garrett are discussing Craig, with the Martian realizing that Craig is a very clever opponent. They will have to keep one jump ahead of him if they intend to succeed in any way with the project of constructing Dr. Layton's jet plane. The Purple Monster then undergoes the treatment that enables him to enter Dr. Layton's corpse, which is seated in one of the chairs in the study. As Layton, he informs Garrett that he will be receiving a call soon from a Prof. Crandall, in regards to a part of the rocket. A few moments later, the phone rings, and "Layton" answers. It's Crandell, inviting "Layton" to join Craig for a demonstration of the "Electro-Annihilator." When asked by Garrett what the Annihilator is, "Layton" explains that it's a weapon to protect the spaceship from meteors during its flight through space. The two unholy allies start making plans to steal the weapon.

The next day, at Crandall's lab, "Layton" and Craig are given a demonstration of the "Electro-Annihilator," which forces both of them to pull back in astonishment. The ray of the machine blasts a hunk of rock to nothing in a gigantic explosion and blinding flash of light. Crandall explains that all one has to do is set the Annihilator directional screen to what he wants done, and when the object comes into range of the beam, it will be blasted to bits. At that moment, Garrett and another thug appear, holding everyone at gun-point. But Craig hurls an object that knocks the gun from Garrett's hand, enabling him to jump the thug. The fight is wild, with Garrett's assistant killed by one of Craig's bullets. Garrett, however, knocks Craig out and drives off with the truck containing the Electro Annihilator.

Later, at "Layton's" office, Craig, Sheila and "Layton" hear on the radio that another car, the fifth in a series, has been mysteriously blown up on a nearby highway. Craig knows it can mean only one thing: either the Purple Monster or a henchman is testing out the Annihilator on passing cars. This wholesale slaughter has to be stopped. But how to find the death ray? Craig has the answer to that as he pulls out a small object. It's a special detector given to him by Crandall, which will lead him to the Annihilator beam source. Craig drives off in one car, while Sheila follows a short distance behind in another car.

As soon as they leave, "Layton" contacts Garrett via short-wave radio, warning him of the approach of Sheila and Craig. Garrett decides to use the beam on the two heroes. He sets the special indicator-screen so that it will blast the cars at a certain point. Meanwhile, Craig's detector is leading him to the ray's location. As he is talking to Sheila via a car two-way radio, the indicator on the detector hits the DANGER mark, and Craig leaps from the car, moments before his vehicle blows up in a mass of flame. Garrett is sure that Craig is out of the way, and prepares for Sheila. Meanwhile, Craig makes his way on foot to where the ray-truck is parked and surprsises the two thugs. However, Garrett's henchman hurls a rock, knocking Craig's gun away from him, and a fight ensues, with Craig battling the two agents of the Purple Monster.

Sheila has been trying frantically to contact Craig via the car radio not knowing of the nearness of her car to the deadly Annihilator beam. We see the indicator screen registering the approach of her car along the mountain road and moments later it blows up in a sheet of flames!

CHAPTER 6: THE DEMON KILLER

As Sheila drives on, trying to radio Craig, Craig manages to drive off Garrett's henchman, then knocks out Garrett, too. He races to the thugs' radio and warns Sheila to leap from her car, that she's heading for the annihilator beam. Sheila leaps from her vehicle moments before the car crosses the beam, blowing to bits in a fiery explosion.

Craig then goes after Garrett's aide, and engages him in a gun battle, while Garrett comes to. The thug, seeing Craig is occupied, gets into the cab of the Beam truck and drives off quickly. Craig starts after him but the gunshots of Garrett's helper keeps him pinned down. A lucky shot disposes of the thug, and Craig heads for the highway to find Sheila.

Later, at Layton's observatory, in the secret room, "Layton" and Garrett speak, while their agents are working on the jet rocket. Garrett tells "Layton" of the failure to eliminate Craig and Sheila, but they did get the annihilator beam. However, their using it is out, for Craig still has the Annihilator Beam detector. However, Craig called "Layton," telling him that the detector was damaged when he leaped from the car. He's bringing it over for Layton to check. "Layton" and Garrett start to

form their plan.

When Craig and Sheila arrive with the detector, they head for Layton's study, when Sheila suddenly shouts. Craig sees the reason. The Purple Monster has started to enter through one of the doors and has run out again. Leaving the detector with Sheila, Craig goes after the Martian. When she is alone, Sheila is seized by Garrett, who locks her in a closet after stealing the detector.

Meanwhile, Craig has been shaken off by the Purple Monster who doubles back to the observatory. He enters the secret room, and is met by Garrett with the detector. The Martian opens up the machine and removes a damaged part, replacing with an identical one. However, he explains to Garrett, there is a difference. The new part contains a needle tipped with a special poison. Craig intends to take the machine to Prof. Crandall. When Crandall tries to remove that certain section, the needle will inject a slow-working poison into the scientist. The first thing to go will be his mind, causing him to have only the urge to kill and destroy. The Purple Monster then goes upstairs and re-enters Layton's corpse, as Craig returns and frees Sheila from the closet. They enter Layton's study as "Layton," supposedly re-enters from another exit with the detector, stating that he managed to retrieve it from Garrett. Craig and Sheila then take the machine to Crandall, who tells them to come back in a few hours.

However, when we next see the scientist, the poison is working. He is now acting like a madman, determined that Craig is responsible for all his ill-luck, and ruining the machine. When Craig and Sheila return, he becomes insulting, and then pulls a lever that opens a trap door beneath our heroes. However, Craig manages to catch onto the edge and pulls himself out, as Crandall turns a wheel, releasing a flood of water in the pit below. The fight is wild, with the water coming higher and higher, and Sheila trying to find some way out of the pit. As Craig and Crandall fight, Crandall suddenly stiffens and falls to the floor, dead. The poison has taken its toll. Craig now starts to turn off the water, when Garrett enters. The two men battle it out furiously, while the water rises toward the roof of the pit, now that the trap door is closed. Meanwhile, Craig and Garrett battle while Sheila tries vainly to get out. Then, completely engulfed in the water, we see her lapse into unconsciousness, and sink from sight, apparently drowned in the trap set by the mind of a dead man!

CHAPTER 7: THE EVIL EYE

As Sheila sinks to the bottom of the water tank, Craig knocks out Garrett and rushes to the controls that work the death-trap. He turns off the water and then opens the trap door, as Sheila starts to come to the surface, barely alive. Craig is pulling her out while Garrett comes to and escapes from Crandall's laboratory.

Back at the offices of the Foundation, Sheila tells one of the executives about Prof. Crandall's violent attack and death. A few minutes later, Craig enters and tells Sheila that the drug that killed Crandall was Curave, which is controlled by the Pharmacy Supply Corporation. On checking with them, Craig has discovered that only one person has been using any of the drug; a blind organ-grinder named Tony, who uses the drug in a diluted form as an eye-wash. Craig wants Sheila to question the man to see what she can find out.

Meanwhile, in the hidden underground hanger beneath Dr. Layton's observatory, Garrett is talking with "Layton," while work is continuing on the jet-powered rocket, which is rapidly nearing completion. Garrett is sure that Craig and Sheila will find out about the drug and is worried that they'll be traced. However, "Layton" orders him to come along, and they leave the secret room, and return to "Layton's" study. There, Garrett watches as Layton's corpse slumps in a chair, and the Purple Monster emerges from the body, undergoing the process that makes him normal again. The two villains then leave the study for some unknown purpose.

In town, Sheila has discovered the blind man, and starts asking him about the drug. The man, apparently willing to cooperate tells her that his doctor prescribed it for him, and gives her the address of a house on Pine St., at the edge of town. Sheila thanks him and goes off. As soon as she is gone, the blind man makes his way into an alley and then, as we discover that he isn't blind at all, opens the top of his grind organ to reveal a small radio set. He proceeds to send a radio message.

During Sheila's encounter with the blind man, Tony, the Purple Monster and Garrett have arrived at the Pine St. house, which is one of the hideouts. There, they are conferring with one of their henchmen, a renegade inventor named Logan.

Logan has devised an electric eye death trap, and is demonstrating it to the Purple Monster and Garrett. The electric eye is set in the doorway to the room and anyone who enters while it's on will break the beam, thereby setting off a special timer. The way Logan has it rigged, it sets off a charge of explosive powder a few moments later.

Suddenly, the radio set in the room sounds. It's Tony, warning Garrett of Sheila heading there. The door buzzer sounds and Garrett and Purple Monster set their trap. Garrett, gun in hand, lets Sheila in and then forces her into the laboratory where the girl is confronted by the Purple Monster. After "gallantly" having her seated, the Purple Monster demands to know what the girl has found out about Curave, but Sheila refuses to talk. However, the Martian has other plans.

Meanwhile, Craig, worried about Sheila, is also talking to "blind" Tony, but his suspicions are heightened, and he decides to expose the organ-grinder. Besides dropping a coin into the man's cup, Craig also drops a dollar bill on the ground and walks off, waiting around the corner as he watches Tony look around to make sure nobody is watching and then pick up the bill. Then Tony scuttles off into the alley to report to Garrett. Craig suddenly appears with a policeman, while Tony is relaying the message to his chief. The man is arrested, as the Purple Monster and Garrett hear. They know Craig will be on his way to rescue the girl, and they plot a trap for him. Logan and Garrett start to work while the Martian leaves to return to the observatory to resume Layton's identity.

As Garrett and Logan finish the trap, setting the electric eye timer to a cache of explosives and tying and gagging Sheila, they are leaving when Craig appears. There is a wild fight with Logan and Garrett knocked out. Craig then rushes into the lab, unknowingly breaking the electric eye beam and setting off the timer as he starts to untie Sheila, who is unable to warn him because of the gag in her mouth.

Moments later, the house on Pine Street suddenly is blasted to bits as the explosives go off, with Craig and Sheila apparently inside the house!

CHAPTER 8: DESCENDING DOOM

As Craig knocks out Logan, and Garrett escapes, our hero rushes to the lab where Sheila is tied, but spots the electric eye setup in time and goes over it, thus avoiding

breaking the beam. He frees Sheila and the two get away, once more avoiding the electric eye. However, moments after they leave Logan regains consciousness and starts shooting at them. A shot from Craig's revolver fatally wounds Logan who pitches right into the path of the electric eye, breaking the beam and setting off the timer. Moments later, the whole house seems to come apart at the seams because of the huge explosion. Craig and Sheila escape unhurt.

Later, at Dr. Layton's observatory, Sheila is telling her "uncle" of her experience and he is properly sympathetic. Craig tells "Layton" that the District Attorney would like him there at 2:00 p.m. that day in order to help question that organ grinder, Tony. "Layton" agrees, but asks that the two young people leave him now so that he can get some work done.

After Craig and Sheila leave, "Layton" goes into his study and undergoes the transformation that allows the Purple Monster to emerge from his body. The Martian goes down to the basement office and through the secret passage into the hidden underground hanger where work on the jet-plane-rocket is nearing completion. There he is joined by Garrett. He tells his henchmen of the request from the D.A. and both realize that even though Tony may not know too much, he has still seen the Purple Monster when he and Garrett bought the Curave drug from him. Tony is to be eliminated. However, the Martian cannot afford to be there when he is killed, even when he's in Dr. Layton's body, so the two plan a way of kidnapping him before he gets to the police station.

Later that day, Sheila is driving the man she believes to be her uncle to the police station for the questioning, but Garrett is soon on their tail. Sheila tries to lose the thug but Garrett forces them off the road and takes "Dr. Layton" a prisoner, leaving Sheila behind with a car with a flat tire. Pursuit is impossible.

As they drive away, "Layton" congratulates Garrett on a convincing performance, to which Garrett flippantly replies, "Why not, I've had a lot of practice." Their destination is a garage run by Andy Martin. This garage is the front for a hot car ring. As for Tony, he's to be killed by Kurt Brenner, a kitchen helper in the police station. Brenner will meet them at the garage. However, "Layton" suggests that Garrett tie him up to avoid any connection with the gang, and the thug agrees.

Later on, they arrive at the garage, and despite some first protests from Andy, Garrett pulls off a convincing job of making "Layton" a prisoner for awhile. At the Foundation Office, Craig tells Sheila of Tony's death by poison in his food. His suspect is Brenner, and he intends to follow, hoping that he may lead him to Dr. Layton and his kidnappers.

When Brenner leaves work, Craig follows him to the garage. He knocks the man out before he can enter the shop and hides him behind some old crates. Then he makes his way to a window at the side of the shop. He spots "Layton" and signals him to be quiet. "Layton" nods in agreement, and then pulls a fainting act to get Garrett over to him. As Garrett apparently revives him, "Layton" tells his henchmen of Craig's presence behind a table near the window.

With gun drawn, Garrett and Andy go to the window and trap Craig. However, by a tricky manuever, Craig knocks Garrett down, and a wild fist-fight and gun-battle is on. "Layton" is knocked from his chair, and makes his way to a block-and tackle set-up that is keeping a huge automobile suspended at the roof of the shop.

In the fight, Andy and his two helpers are killed, but Garrett knocked Craig out, right under the car. He joins "Layton" by the suspension device and releases the rope. The huge auto comes hurtling down onto Craig's unconscious form, apparently crushing him beneath it!

CHAPTER 9: THE LIVING DEAD

As the car comes crashing down upon him, Craig regains consciousness and rolls out of the way in time. Garrett escapes the garage, while "Layton" feigns unconsciousness. When he is "revived" by Craig, he is taken back to the observatory.

At the Foundation office, Craig and Sheila are going over the kidnapping with an official when Sheila comes upon a news item stating that Dr. Walt Meredith has invented a new breaching device to aid in asphyxiation and heart cases. Craig realizes that this device will aid in the jet-rocket by allowing a person to breath as the ship enters the stratosphere. He tells Sheila to get Dr. Meredith and take him to the observatory, while he waits in the man's office. He's sure that the Purple Monster will try to get the device and he wants to be ready.

At the observatory, "Dr. Layton" undergoes the process that allows the Purple Monster to emerge from his body and become solid once more. The Martian then goes into the secret underground hanger where Garrett is waiting, while construction continues on the jet-rocket. He tells Garrett of his plan to obtain the breathing device and displays a strange, rifle-like device which he says will enable him to break into the safe in Meredith's office. Garrett is to wait in the hideout for further orders. The Martian then leaves.

Craig, in the meantime, is lying in wait in Meredith's office and is hiding behind a screen set in front of the safe. Back at the observatory, Dr. Meredith and Sheila have enter Layton's study and have discovered the body of Sheila's uncle. From examination it seems that Layton is in a strange, unheard of coma. Meredith has Sheila call an ambulance to take Layton to the hospital.

In Dr. Meredith's lab, Craig has surprised the Purple Monster and now holds him at gun-point, having made the Martian put his strange gun on the table. A few moments later, the phone rings, Craig answers and finds it's from Sheila, who tells him of her uncle's condition and that they're taking him to the hospital. The Purple Monster hears this and realizes that his most effective cover will be taken from him. After Sheila hangs up, Craig turns toward the Martian, only to have the gun blasted from his grasp by the strange ray-gun used by the Purple Monster. A wild fight ensues with Craig knocked out when the Purple Monster smashes a chair over his head. The Martian then escapes from the lab and gets into his car, driving off to intercept the ambulance. On the way, he radios Garrett in the underground hanger and tells him of the situation. Garrett is on the way to aid his evil boss.

Craig has regained consciousness and is now racing along a winding cliff road in his car to try and stop what new plan the Purple Monster has dreamed up.

Meanwhile, the Purple Monster and Garrett have halted the ambulance, which has Sheila in the back, along with her uncle's body. While he holds the guard at bay, the Purple Monster orders Garrett to place Dr. Layton's body in his car, while Sheila is kept beside the Purple Monster. Suddenly, Sheila attacks the Martian, giving the ambulance driver a chance to drive off. However, Garrett's sure aim with a revolver succeeds in fatally wounding the ambulance driver, sending the ambulance wildly careening

down the cliff road. Sheila is hurled to the ground by the Purple Monster, and knocked unconscious. The Martian and Garrett head for their own car with Layton's body, in the apparent "kidnapping" of Layton.

Meanwhile, Craig is speeding up the cliff road to aid Sheila, when he sees the runaway ambulance heading right for him. Ambulance and car collide in a fantastic crash, and plunge off the cliff road, smashing to bits below!

CHAPTER 10: HOUSE OF HORROR

As the runaway ambulance hurtles toward Craig's auto on the cliff road, Craig jumps from his car moments before the auto and ambulance collide on the road, crashing over the cliff in a mass of wreckage.

The Purple Monster is preparing to kill Sheila, who's still unconscious, but the gun is knocked from his hand by a shot fired by Craig, who has come upon the scene. The Martian and Garrett are forced to drive off in their car, with Dr. Layton's body in the back. Later, at the observatory, Garrett and his chief take the body into the study, and there, the Purple Monster re-enters Dr. Layton's form. He orders Garrett to wait in the cavern-hanger for orders. "Layton" then goes into the observatory room and suddenly hears footsteps. Knowing it's Craig and Sheila, he takes the phone from its place and slumps by his desk, acting as if he's still dazed. When Craig and Sheila enter, they find him like this and buy his story of trying to call Craig for help. "Layton" says that all he remembers after his attack is waking up in the back of a car driven by Garrett and the Purple Monster. When the car had to slow down, he jumped from it and headed for the observatory to contact Craig. Craig and Sheila accept this and leave "Layton" to rest up from his experience, while they return to Foundation headquarters.

When they leave, "Layton" goes down to the underground cavern, and, with Garret watching, takes out the Distance Eliminator and makes contact with the Emperor of Mars. The Emperor wants to know why his "right hand man" is behind schedule in securing the jet-rocket. The Martian, still in "Layton's" form, explains what has happened before. He tells of his killing Dr. Layton and securing the man's body (chapter 1), the attempted theft of the rocket engine that failed (chap. 1), and Garrett's try at stealing the rocket fuel, foiled by Craig's interference (chap. 3). The Emperor orders him to continue and call Mars if any aid is needed. Contact is then broken.

The problem now is to eliminate Craig, which is evidently not going to be an easy task. However, Garrett's criminal mind comes up with an idea.

He tells "Layton" that he has a special apartment where he disposes of individuals who get in his way. "Layton" is delighted by the idea, and they make plans.

Later, as Craig is leaving the Foundation office, he runs into "Layton" who is just entering to "tell" Craig some important news. He says he has recalled an important piece of information. When he was in the car, he heard the Purple Monster and Garrett mention a house on Bond Street. Craig tells "Layton" to stay at the office while he checks this out.

A short time later, Craig enters the apartment and is searching drawers when a telephone rings. Craig spots a pay phone on one wall of the room, not knowing that the ringing is part of a plot. "Layton" is phoning the room from Craig's office, face wreathed in an evil smile, knowing what is going to happen.

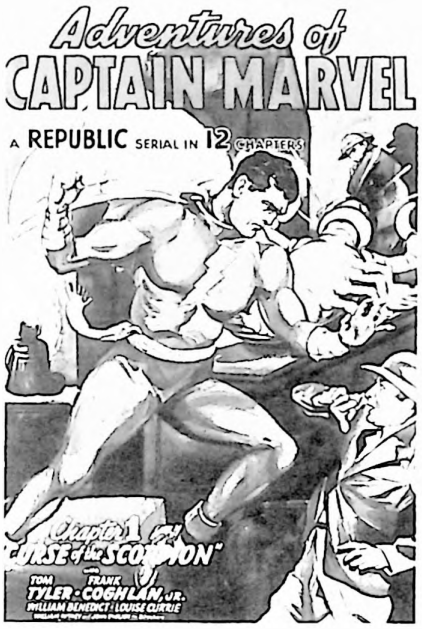
When Craig picks up the phone and starts to anwers, an iron-barred gate, studded with spikes, clangs down shut behind him. As Craig tries frantically to budge the immovable gate, the wall with the telephone starts to move toward the gate. Craig tries desperately to stop on the slow, ponderous movement of the wall, but is powerless and forced onto the spiked gate, apparently impalled upon the spikes and crushed to death at the same time!



TO BE CONTINUED NEXT ISSUE

THE ARTWORK OF CAPTAIN MARVEL

Supplied to us by Eric Hoffman









Holy moly! Frank Coghlan, Jr. William Benedict "Whitey"

SERIAL HEROES ON RECORD PART 2

Continued from page 15

for Atlantean Foreign Affairs. The Count is outraged at Dale's presence. "A woman attending a conference of international importance," he blusters. Flash, being an S.F. hero and hip to the changing times, simply replies "It is my wish." (No doubt saving Dale from the embarrassing but trend-setting experience of having to burn her be-jewelled bra).

Alexoff's news is serious indeed. Atlantis is facing an imminent energy crisis. The copper mines, on which the whole technology of the Undersea Kingdom is dependent, are almost exhausted and a new source of the metal is required. That source can be found in the Land of the Titans. A treaty must be signed with its ruler, Luana, 'a gorgeously beautiful woman.' Not surprisingly, Flash volunteers to travel to Luana's court and a jealous Dale insists on accompanying him. From then on it's all action: Flash's first clash with the gigantic border guards of Titan Land, imprisonment in the palace dungeons, and Dale menaced by the vile and lecherous Prince Neron, mad brother of Luana.

This record really captures the breathless action, pulse-pounding thrills and ingenuous sense-of-wonder which were the heart and soul of the sound serial. Swords clash, machine guns chatter, dissolve pistols hiss, destructo cannons roar, sub-strata forces attack, chariots clatter and Black Lancers charge. All underscored by a stirring orchestral accompaniment.

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Well...er...(choke)...being intrepid heroes ourselves and admirers of Flash Gordon, I guess we wouldn't.

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The second L.P. continues directly from the first. Flash and his companions encounter **'The Hairy Giants,'** traverse the wild snow wastes of Frigia **'In Search of the Glacier Monster'** and, after many close shaves, defeat it in a **'Fight to the Death.'**

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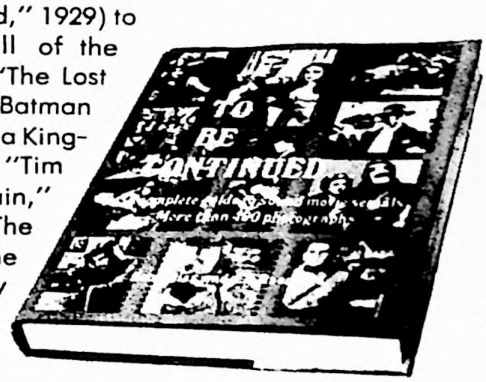
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